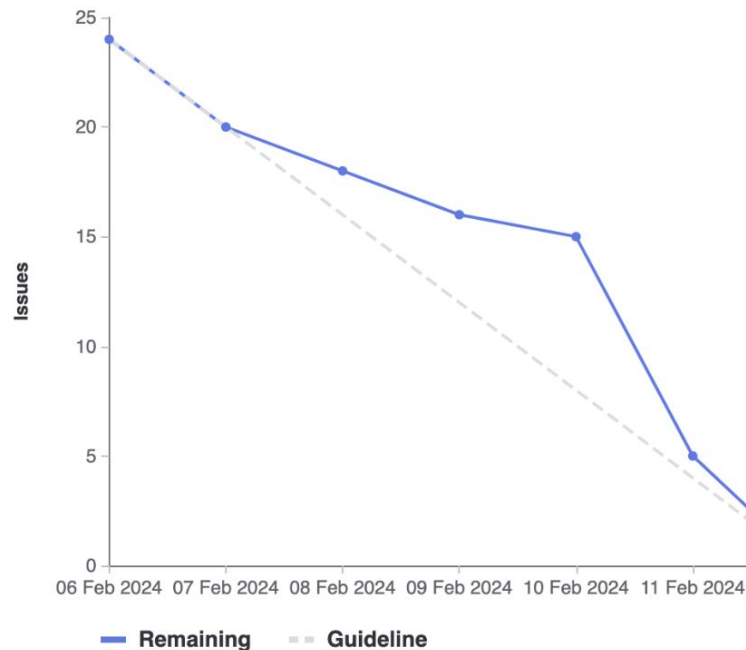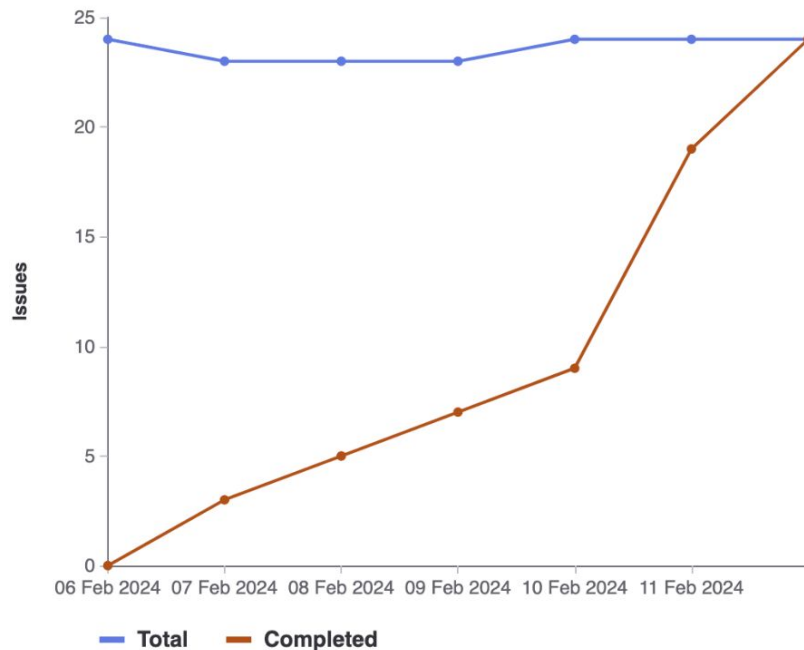# Sprint 4

Team 9

Sprint Summary

- Completed a card game with levels and custom wild cards (death cards)
- Finalized CI/CD accessibility testing
- Worked as a team to document our process and findings
- Overcame challenges with determining specific sprint requirements to complete

Sprint 4 Burndown Chart

Burndown chart

Burnup chart

Karina (Team Lead)

- Organized and held meetings for team to complete work
- Finished accessibility testing for CI/CD
- Oversaw HTTP socket connection with Nginx

Total Weights: 12

Egor

- Nginx Sockets Production + Chat
- Help with refactoring game logic
- Help with CI/CD

Total Weights: 12

Kalindu

- Start screen
- How to play screen
- Code refactoring
- Bug fixes

Total Weights: 12

Tehreem

- Game/player Class
- Socket + Chat Room Switch
- Refactor

Total Weights: 12

Muhammad

- Game logic with levels implementation
- Bug fixes and refactoring
- CI/CD with accessibility

Total Weights: 13

Cavaari Taylor

- Bug Fixes and Refactoring
- CI/CD with accessibility
- Game Logic review

Total Weight: 12

Eric

- Start Screen
- How to Play Screen
- Bug Fixes

Total Weights: 12

Reflection

What went well:

- Arranging and joining team meetings
- Each decision was communicated and documented effectively
- Integrated previous chatroom back
- Dynamic local and production development environment

Challenges:

- Attempting to make the card game to be two-player
- Configuring CI/CD to function on Kubernetes VM environment

Reflection

Changes for next sprint:

- Small changes to game aesthetics
- Possibly creating new game that is not card game

Demo

Team 9's Retro-Style Card Matching Game