## PO classroom meeting 21th November

Backlog refinement:

* 1 game per round
* Ladders may be created manually
* Only tourney creator can enter scores
* Front End in Dutch
* Abuse prevention is not a must have
* Ranking per game
* Only winning counts, no second places for ranking
* Address details requested but optional
* Age and sex requested but optional (Apache helicopter or Other option?)
* Tie is possible, both win
* Forum as Should Have, optioneel
* Tourneys can be set as open
* Board Game category filtering not needed
* Minimum 5 votes before ranking is accepted

Todo:

* Processing backlog items before 22 nov 13:00
* Decide on representative for PO meetings on tuesday 14:30

## Review 1 december 2017

PO Stephan

* Product is not in deliverable state, this needs to be improved!
  + Sprint backlog needs to be finished
  + Items need to be tested
  + Review needs to be rehearsed
  + Layout is suggested for next sprint
* Suggestion for Dummy data seeder to improve the demonstration value
* Team velocity was overrated, this will be adjusted in the next sprint
* Focus will be on tournament system and company deliverable
* Reminder that there are only two sprints remaining

## Review with group, 3 jan 2018

Discord

* One change pushed after merge, re-merge will happen
* TFS runthrough together

Bug:

Leaderboard sorting doesn’t work

8 januari 2018 om 10:00 samen komen voor bugfixen