Team #

Daily Scrum Meeting

Date:

10/18/2023 at 7 pm CT, Discord, and Colin, Chedlyne, David, Jacob

Team member name: David

Will set up GitHub and join group repository and reviewed sprint requirements. No impediments.

Team member name: Colin

Verifying access to repository and reviewing board items.

No impediments.

Team member name: Chey

Set up group Repository.

No impediments.

Team member name: Jacob

Join group repository and review board items.

No Impediments.

Date: 10/20/2023

10/20/223, Discord messages, Colin, Chedlyne, David, Jacob

Team member name: Chey

1. Picked up the word generation task to start working on
2. No impediments

Team member name: David

What did you accomplish yesterday? I created the game start UI and the start button. What am I planning to do today? Work on the exit button. Are there any obstacles? The only obstacle right now is making sure everything is pushed and merged correctly to GitHub.

Team member name: Colin

What did you accomplish yesterday? - Completed my part of ensuring I am connected to the repository/can pull, etc. What are you planning to work on today? - Game Play UI Are there any obstacles or challenges that are impeding your progress? - Unusual work schedule this week (only occurs once every 6 months) so can't do much work tomorrow, but will have Sunday available to work on it.

Team member name:

What did you accomplish yesterday? - Connected to the repository What are you planning to work on today? - Implementing a git branching strategy to improve collaboration Are there any obstacles or challenges that are impeding your progress? - No at this time

Date:

10/23/2023 at 7 pm CT, Discord, and Colin, Chedlyne, David, Jacob

Team member name: Chey

1. Worked on Word Generation and reviewed Game start UI code. Tested the functionality
2. Connecting the words file to Colins changes with the dashes appearing on the game ui
3. None

Team member name: David

1. Working on the exit button
2. Pushing the changes to the Master branch
3. Learning how to push the changes to the main branch

Team member name: Colin

1. Started working on Game UI task
2. Finish up game UI task
3. Waiting on David to finish task to continue. Figure out how to pull master branch on Eclipse.

Team member name: Jacob

1. Completed Github repository, worked on peer review and added some fixes for changes.
2. Planning on picking up replay task.
3. No

Date: 10/27/2023

Message

David, Colin,Chey, Jacob

Team member name:David

What I have been working on since our last meeting is code review for the replay button. What I’m going to be working on between now and our next meeting is some Sprint review pre work, like confirming that the sprint work is all complete and preparing for the increment presentation. I have no impediments at this time

Team member name: Chey

tested the functionality of the exit button. I will be doing some sprint review prep. I was thinking we would go over whatever portion/tasks we worked on individually. No impediments

Team member name: Jacob

I finished the replay button. I will be reviewing any left over merge request and begin preparing for the next sprint. No blockers

Team member name:Colin

What did you accomplish yesterday? - Reviewed updateWordGenerator code integration into the rest of the code What are you planning to work on today? - Test functionality of replay buttons Are there any obstacles or challenges that are impeding your progress? -None currently

Date: 10/30/2023

Discord

David, Colin, Chey

Team member name:David

preparing for review and testing for functionality. may need to correct number of words that are tooo long, hypheniated, or has spaces

Team member name:Colin

Tested the replay buttons, prep for review

Team member name:Chey

Preparing for sprint review

Date: 11/1/2023

Messages

David, Colin, Chey, Jacob

Team member name:David

Yesterday Sprint Review and Retrospective, Today I'm going to start working on the dashes and adjusting the code to accept phrases and longer words. No impediments.

Team member name:Colin

Yesterday, did the sprint review and retrospective as a group. Today I'm going to start on create an area to display guessed letters. Current impediments are that I will be out of town starting Friday morning through most of the weekend, so I won't have as much time to work

Team member name:Chey

Today I'm going to start working on drawing the hangman figure. No Impediments

Team member name:Jacob

Date: 11/3/23

When was the meeting: discord-messages

Team member name: David

Yesterday I adjusted the code for the dashes to work with phrases and multiple lines. I also added a file, phrases.txt to test it out. Today I am going to start working on the logic to display a warning message when a guessed letter is guessed again. No impediments.

Team member name: Jacob

Yesterday I finished implementing saving and resuming capabilities. I am still out of town until Monday so I will not get much down over the weekend.

Team member name: Chey

yesterday I worked on updating the sprint planning document. Will upload to GitHub tomorrow morning. Will also start working on the task of drawing the hangman figure

Team member name:Colin

Yesterday began work on area to display letters. Will finish it up prior to Monday. Still have the impediment of being out of town and don't really have the capability to do more until Sunday night

Date: 11/06/23

When was the meeting: discord-messages

Team member name:Colin

Finished area to display letters that are incorrect, and created a popup window if an incorrect letter is guessed again. Also ensured characters that aren't letters can't be guessed and aren't displayed. Pushed code to a new branch also. Today: Will work on win conditions and displaying a message. Impediments: Have to work on a midterm exam for another class, so I'll complete that first before beginning work on the Hangman game. Once the midterm is done, no impediments

Team member name: David

Yesterday I was working on code to display a message for guessing a already guessed letter. Tomorrow I am going to finish the code and push to GitHub. No impediments.

Team member name: Chey

yesterday worked on the task for the hangman figure. Once that takes is approved I will start working on the losing display.

Team member name: Jacob

Last I finished the resuming and saving. Today I started working on pausing. (Not really sure what that means) If anybody can explain how we need to be pausing, that would be helpful. No current blockers

Date: 11/08/23

When was the meeting discord-messages

Team member name:Colin

Finished working on the win condition when the word is completely guessed correctly. Today: Will perform a code review and functionality test of revealed letters when correct guesses are made. Impediments: None currently

Team member name:Chey

No updates

Team member name:Jacob

Finished working on the "pause" capability. Today: Will perform a code review and functionality test of some MRs. I will also handle cleanly merging in some MRs. Impediments: None currently

Team member name: David

yesterday I finished coding the logic for the duplicate guess message, tomorrow I am going to start working on the instructions on the start page. No impediments

Date: 11/11/23

When was the meeting discord-meeting

Team member name:Colin

Yesterday code review and functionality test for Davids’s code. Work on Win condition tasks. No impediments

Team member name:Chey

Did the changes David mentioned in my review for the Hangman figure.

Also worked on the Losing display. I realized I included the it in the pull request for the hangman figure so that would need to be reviewed seperately

No impediments.

Team member name:Jacob

Yesterday worked on hangman figure correct guesses. Created pr for resume and pause feature. Today will working on merging and reviewing PR

No impediments.

Team member name: David

Yesterday added game instructions to the start screen reviewed Chey’s’ code. No impediments

Date: 11/13/23

When was the meeting discord-meeting

Team member name:Colin

Yesterday: Performed code review and functionality test of the save/resume feature, and fixed bugs in the win/loss screens. Today: Prep for review and retrospective Impediments: None currently

Team member name:Chey

Prepping for tomorrows sprint review. No impediments

Team member name:Jacob

Yesterday: Performed code review and functionality test of the game instructions and facilitated merging in work together. Today: Prep for review and retrospective Impediments: None

Team member name: David

Daily Scrum: Yesterday I added the textArea for the phrase dashes and I did a code review for the “you lost message “ Today I’m going to prepare for the Sprint Review and Retrospective. No impediments

Date: 11/1523

When was the meeting discord-meeting

Team member name:Colin

Yesterday: Sprint review and retrospective Today: Start working on implementing difficulty levels Impediments: None

Team member name:Chey

Yesterday: sprint review and retro. Today: working on the sprint planning documentation and updating daily scrum documents.

Team member name:Jacob

Yesterday: Sprint review and retrospective Today: Start working on implementing difficulty levels Impediments: None

Team member name: David

Yesterday I did the Sprint Review and Retrospective. Today I am going to start working on playing a sound when the game has been won. No impediments at this time.

Date: 11/17/23

When was the meeting discord-meeting

Team member name:Colin

Yesterday: Added functionality for difficulty selection, including button and change to the difficulty. Made the hangman update accordingly based on difficulty selected. Uploaded to github--will require review at some point Today: Code review and/or functionality test of other added features such as added sound or themes, if other team members are ready. If not, I'll work on increasing the size of the word database and removing words/phrases with special characters Impediments: None currently

Team member name:Chey

Today I will start coding the sound effects for incorrect and correct guesses. No impediments.

Team member name:Jacob

Today I added a new options button to house theme and difficulty setting. Also added theme and difficulty to the save state. I will also review some merge requests. No blockers

Team member name: David

Yesterday I started coding the sound effect for when a game is won and when a game is lost. Today I am going to continue working on these two tasks. No impediments.