Product Backlog

Highlighted - User story has been implemented

As a Librarian,

- I want to order/add books and DVDs from the publisher.
- I want to add links to scholarly papers, articles and journal publications.
- I want to add eBook files to the system.
- I want to be able to browse user's information.
- I want to check whether a user is a registered user.
- I want to be able to check an item's current status.

As a Clerk,

- I want to register a user in the database.
- I want to accept returned items and update their information in the system.
- I want to accept fine payments, and adjust the amount a User owes in the system accordingly.
- I want to be able to take a user off of the blacklist if a fine of $50 or more was paid off.
- I want to check out items at the library.

As a Student and as Faculty,

- I want to check which section of the library a certain item is located.
- I want to be able to reserve items ahead of time to be picked up from the library.
- I want to view links to scholarly papers, articles and journal publications.
- I want to borrow and view electronic books.
- I want to renew a book if there is nobody else waiting for it.
- I want to view the books I currently have out.
- Specifically for faculty, I want to restrict books to be library only, changing the due dates to be only two hours.

Sprint Meeting

On 03/10/19, Team 12 held their Sprint meeting at online through the slack platform to set the team's goals for this sprint. That included the updating of the sprint backlog, and the task list for iteration 2. We also discussed our UI and anything we may want to change. All group members attended. The meeting lasted for an hour.

Sprint Backlog

As a Librarian, I want to be able to browse user's information

As a Librarian, I want to check whether a user is a registered user

As a Librarian, I want to be able to check an item's current status

As a Clerk, I want to accept returned items and update their information in the system As a Clerk, I want to accept fine payments, and adjust the amount a User owes in the

system accordingly

As a Clerk, I want to be able to take a user off of the blacklist if a fine of $50 or more was paid off

As a Clerk, I want to check out items at the library

As a User, I want to check which section of the library a certain item is located

As a User, I want to be able to reserve items ahead of time to be picked up from the library

As a User, I want to renew a book if there is nobody else waiting for it

As a User, I want to be able to view the time left I have with the book

Daily Scrum Meetings

Team 12 had 3 scrum meetings in which every member was in attendance. Two were after class on 03/12 and 03/14, and the last was in the math science computer lab on 03/15. In these meetings, we asked ourselves three questions: What did we do since the last meeting, what will be do until the next meeting, and what is holding us back. Furthermore, we discussed our code readability and how to best organize our many java classes. Each meeting lasted 15-25 minutes.

Sprint Review Meeting

Team 12 held their sprint review meeting at 03/15/19, with every member in attendance. We tested the program as a group at Math Sciences to demonstrate the full functionality of the project so far, and to implement our code into the UI. After reviewing, the team agreed that the program worked beyond expectations from the sprint meeting and also from the first iteration. We implemented 11 user stories compared to 3 of iteration 1, and that was due to iteration 1 being a period of learning and creation of the UI, while iteration 2 we could fully implement only the user stories upon the foundation of iteration 1. We have discussed the next sprint backlog that we wish to implement, and have discussed how the team is functioning, and if any changes were needed, none of which came to mind. The meeting lasted two hours.

Retrospective Meeting

Team 12 held their retrospective meeting online through Slack on 03/16/19. The team discussed changes to the UI and sizeability of the UI to fit different resolutions. We also discussed how while we implemented everything individually and met together on Fridays to incorporate the modules into the UI, it may be best to start this finishing process closer to the midpoint and less towards the end, as we progress. Compared to iteration 1, we had less scrum meetings, but we still progressed very smoothly, implementing many user stories and communicating well. The meeting lasted 30 minutes with everyone in attendance.