Matt Hooker – Project Owner - Group A

Group A’s third sprint was highly productive. I am once again impressed by what this team has managed to accomplish in the limited time frame allotted to us. Our board game is almost fully functional with only a few features left unimplemented, and our testing suite is large and extensive. We had plans to implement the testing pipeline for extra credit as well, but as has been discussed, we found that the pipeline was incompatible with our projects design. The first week of this sprint, we focused on developing our testing plans and also finishing up the last few implementations in our code. The second week, the team created our testing suite, which as has been mentioned, is very thorough. We were much more accustomed to working with bit bucket during this sprint, so we had very few issues utilizing our code repository effectively. Overall, this was a relatively smooth sprint, with only a few bug fixes needing to be addressed over the course of the time limit. If one asked how many more sprints team A would need for a complete product, I would say about 2 more sprints. The first sprint would prioritize implementing the last few features we would like to see make it into the game. The second sprint would focus on finishing up any code that needs refining and testing all the implementations, as well as making sure the UI is of a pleasing design. I truly cannot say enough good things about this group I have had the pleasure to work with. They are smart, resourceful, and generally just fun to work with, and it was an honor to serve as their product owner.