



Sprint 1



Owned by [Fiona Zhang](#) ...
Last updated: [Sept 23, 2023](#) by [Anita Yang](#) • See how many people viewed this page

Weeks: week 3 - week 6

Sprint Goal: finish inception phase, finish UI design

Spring Status: exceed our goal, started coding

Achievements: UI design done, all requirements understood

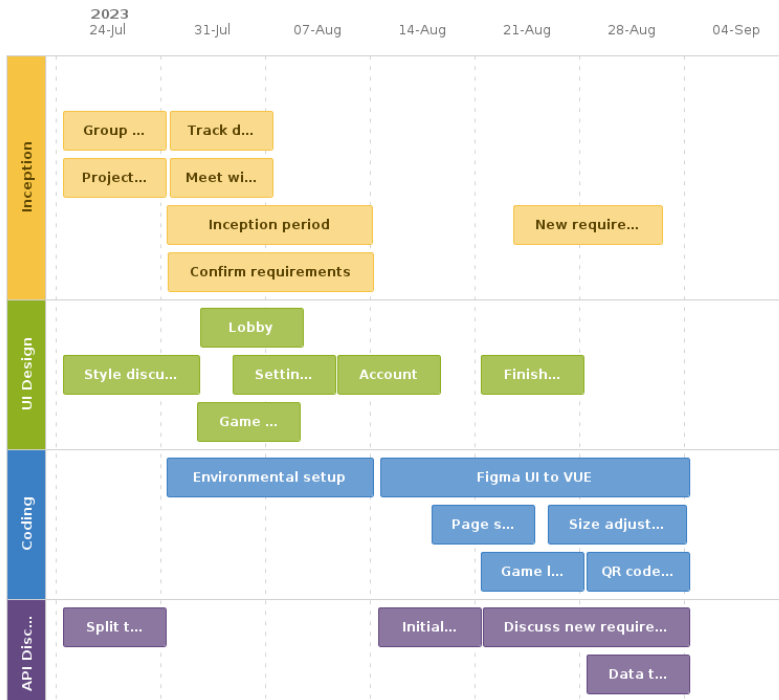
Milestones: completed UI design, transferred the UI from Figma to VUE

Priority for next sprint: Realise functional requirements.

 1 Sep 2023 | MC Project Room

Category	What did we do well	What did we do wrong	What should we start doing
Coding	We realised part of the user tickets efficiently	All good	Finish implementing all functional requirements and game logic
	Established standard	But did not follow standards	Refactor code to align with the standards
UI Design	They are cute and consistent	Did not organise the assets on Figma well	Finish the rest pages
Communication	We maintained regular ad hoc internal communication		Start using Slack more often
	We showed the UI to client to make sure she satisfies		
	We discuss the functionality and design with client regularly	Some misunderstanding still persist	Ask for clarification more frequently
Documentation	We kept the workspace organised using confluence	Organised everything in the end	Update workspace ASAP

Timeline (week 1 - week 6):



Trello board (live updates):

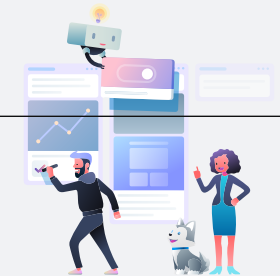
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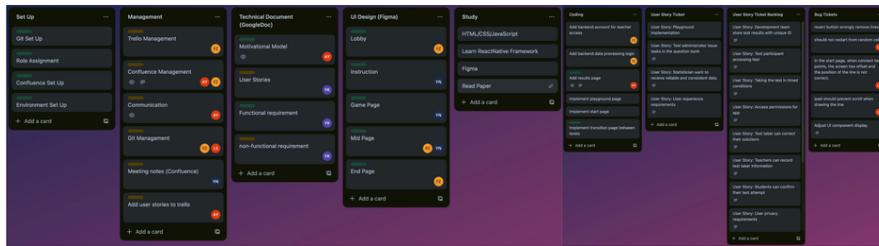
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State of our Trello board by the end of sprint 1:



Sprint Review + Retrospective:

4 Sep 2023





Sprint 2



Owned by Anita Yang, created with a template ...

Last updated: Oct 06, 2023 by Fiona Zhang • See how many people viewed this page

Overview

Weeks	Sprint 2 (Week 6 - 9)
Sprint Goal	Complete functional requirements
Sprint Status	Exceeded goal, began deployment and testing phase
Achievements	All functional requirements have been addressed and implemented. Also, additional features were also incorporated which enrich the overall user experience (more details here: Team Decision Making)
Milestones	Completed functional requirements.
Priority for next sprint	Complete deployment and testing

Retrospective notes

Date: 24/09/2023

Location: Law Library Room 420

Category	What did we do well	What did we do wrong	What should we start doing
Coding	Added a lot of new features, as required by the client.	Still a lot of code duplication across pages due to lack of pre-established standards. While the addition of the global.css file is a good start, there is still a way to go.	Start refactoring code to eliminate unnecessary code duplications altogether.
	Greatly surpassed Sprint goals, and finished implementing all functional requirements and game logic		
Communication	Closely communicate with client through consistent meetings and emails.		

	Frequent and consistent meetings (average ~2 a week) and internal communication.		
	Used Slack more frequently for ad hoc communication		
Documentation	Added a lot of details to documentation and kept it up-to-date in accordance with changes during project development.		

Trello board with live updates

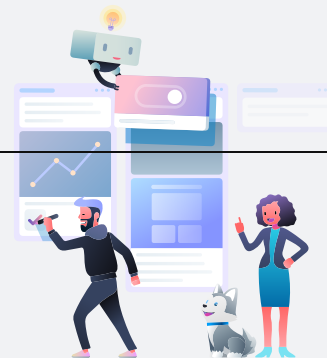
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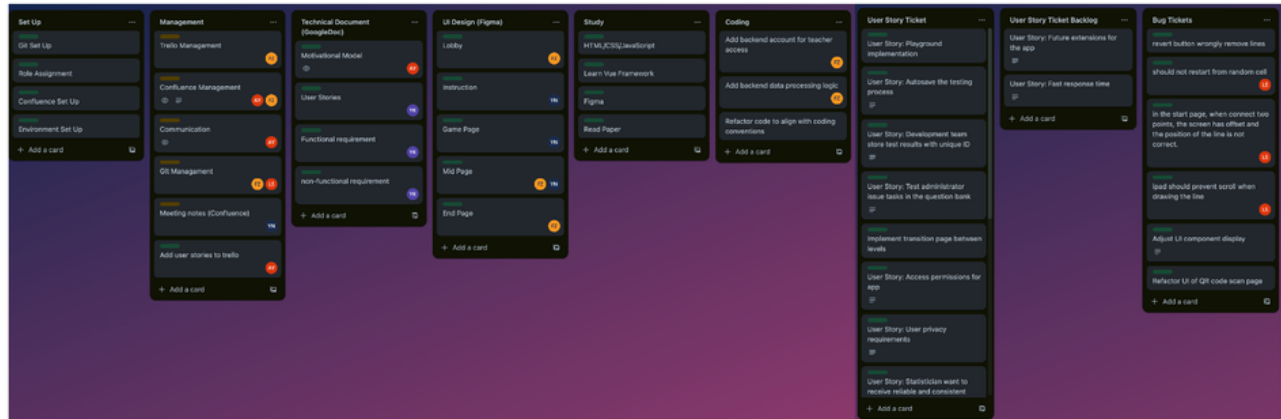
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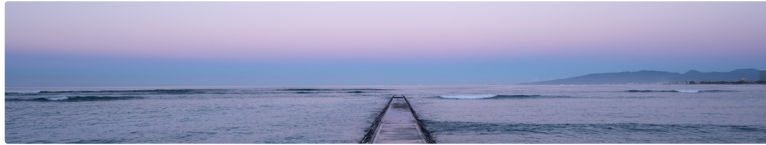
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State of our Trello board by the end of Sprint 2





Sprint 3



Owned by Fiona Zhang ...

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Overview

Weeks	Sprint 3 (Week 9 - 12)
Sprint Goal	Complete non-functional requirements, prepare handover documentation.
Sprint Status	Meet sprint goal, still preparing handover documentation.
Achievements	Meeting all non-functional requirements, presentation completed, testing completed.
Milestones	Complete non-functional requirements, finished the presentation.

Retrospective notes

Date: 18/10/2023

Location: Melbourne Connect 3210

Category	What did we do well	What did we do wrong	What should we start doing
Coding	We organised the file directories and cleaned the code.	File conversion from m4a to mp3 was done incorrectly.	More cautiously convert files to avoid system break down.
Communication	Presented our product to the client and subject coordinators.	Communication with the back end can be improved.	
	All team members participated in the presentation, covering all important components. And made the presentation entertaining.		
	Everyone gave constructive feedback to the presentation.		
Documentation	Updated confluence according to feedback from last progress assessment.	Update can be more ad hoc.	Ad hoc update the confluence pages.
Testing	Created a google form with questions that effectively collects constructive feedback from users.	Too little users being tested.	Get more users.

Trello board

Vis-CAT

State of our Trello board by the end of Sprint 3

