How is your team doing? Does it work well? Can you improve?

The team has made some good progress this week as well. We kicked off the sprint with a meeting where we allocated the user stories on our "to-do" list among the team members according to their skills. Some people were not that confident in frontend so they got more of the backend stuff to compensate. Our goal was ambitious, with over 30 story points to complete, along with finishing the small testing tasks left from the previous week. In "total" we completed 58 story points.

One "problem" this week was that we did not discuss how to implement a few things like game ownership before planning the sprint. This led us to underestimate the story points (time) for a few things.

We also noticed that we have mixed up "acceptance criteria" and "definitions of done" until now, which means that next week we should come up with a clearer definition of done for the whole sprint and not only for each user story.

• How do you ensure that your software is of good quality? Any measures you have taken (e.g., pair programming, test procedures, code reviews etc?)

Exactly as the last two weeks, to ensure good quality of our code we try to do pair programming. As explained last week we no longer require 100% code coverage in testing as it is stretching the limit. In order to push the code to the main branch at least two people have to review the code to ensure good code quality. We have also set up some guidelines on how we should code and document to ensure that our code is uniform and that our documentation is easy to follow.

• What user stories did you implement in this sprint?

During this sprint the following high-priority user stories was implemented into our software:

Remaining from the last sprint:

- As a gamer I want to login to my account, so that I can access my account (user story #12)
- As a gamer I want to be able to create an account, so that I can add games on the platform (user story #40)

Completely done this week:

-As a gamer, I would like to filter games so that I can find more fitting games (user story #41)

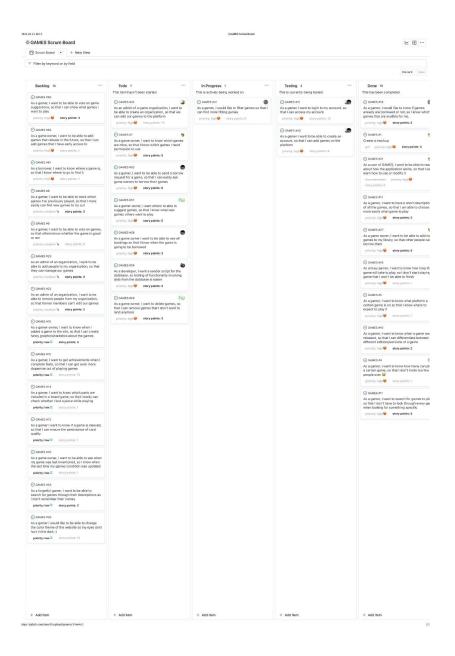
- -As a gamer owner, I want others to able to suggest games, so that I know what new games others want to play (user story #57)
- As a gamer, I want to be able to send a borrow request for a game, so that I can easily ask game owners to borrow their games (user story #52)
- As a game owner I want to be able to see all bookings so that I know when the game is going to be borrowed (user story #58)
- As a developer, I want a seeder script for the database, so testing of functionality involving data from the database is easier (user story #54)
- As an admin of a game organization, I want to be able to create an organization, so that we can add our games to the platform (user story #24)

Almost done:

- As a game owner, I want to delete games, so that I can remove games that I don't want to lend anymore (user story #49)
- As a game owner, I want to know which games are mine, so that I know which games I need permission to use (user story #7)
 - What are your plans for the upcoming sprint?

Moving forward, our team will prioritize the high-priority user stories on our Scrum board and allocate a reasonable number of user points for the upcoming sprint to avoid overloading ourselves. As always, we will hold a meeting with our stakeholders to gather feedback on what is most important and address any requests for changes to existing features. The highest priority is to finish the incomplete user stories that our stakeholder wanted us to get finished this week. Our stakeholder mentioned last week that he in the future wanted to sort the games on likes and most played. This is something we might prioritize this week if that's still what he wants.

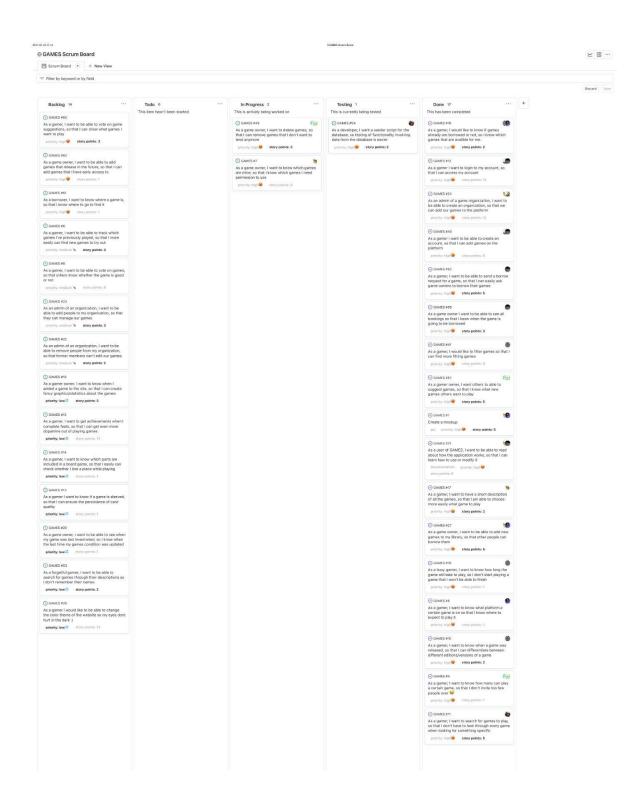
Before sprint



Mid/End sprint



Final



Screenshot current Product

Extremely Ugly GAMES Header
Home Add Add platform Borrow requests Add Supposton Suppostons Scheduled
Loosed in as system Loosed.

Filtering
Patform Fisher se gladown v
Released before
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Released after
mandskypy
Pisydme
Player count
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Search for a game

Krysset är bläst
Nej det var en logn
Patirom Sleam
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