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

The team is doing well. We have just started programming and setting up an effective workspace. The students from Industrial engineering and management have had a hard week as they are not familiar at all with typescript and are pretty new to most GitHub functions. We will have a short tutorial with the Industrial engineering and management students next week to get them up to date and help them get rolling. This week we didn't divide the user stories between ourselves, instead it was first come first served. In the future, we might try to divide it more clearly in the beginning so everyone feels confident in what they get. I think we can improve our estimation of user points.

 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?)

To ensure good quality of our code we try to do pair programming and make sure to do testing that has 100% code coverage. 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, we prioritized the essential user stories to establish a foundation for our work. We have successfully accomplished the following tasks:

- -Adding information about the functionality of the application (user story #21)
- -Providing a short description for each game featured in the app (user story #17)
- -Specifying the duration of gameplay for each game (user story #19)
- -Adding information on the platform each game is supposed to be played on (user story #5)
- -Including the release date for each game (user story #10)
 - What are your plans for the upcoming sprint?

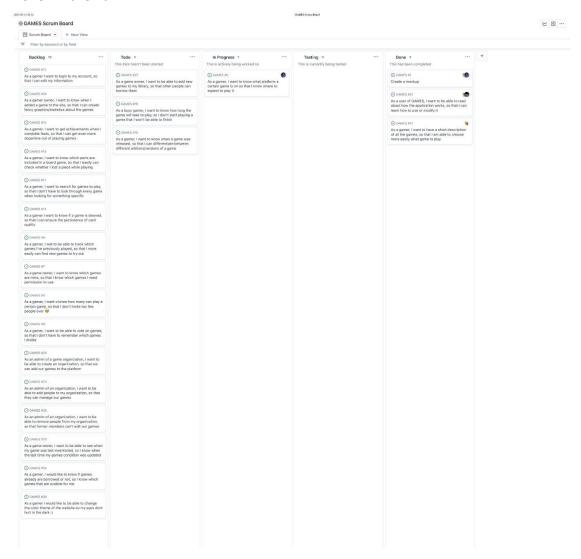
We will have a meeting with our external client to take in feedback on our achievements this week and what they want us to prioritize and do next week. The plan as of now is to finish up the few user stories that we started but didn't manage to finish this sprint. We also want to focus on our backend as we believe that the backend is more important than the frontend (might have to verify with the client). As of now, our software is static (i.e. hardcoded), this is something we hope we can

change and make it dynamic (i.e. useful). A preliminary goal for next week is to create a database for the information (will eventually contain information about users, games, organizations, etc.)

Before sprint



In the mid/end



Final

