

Week 17 - Sprint 4

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

During this shorter four-day sprint, our team has maintained a steady pace. We rescheduled our Scrum meeting from Monday to Tuesday and decided not to be too optimistic in our estimation of story points. Furthermore, we agreed to prioritize the design of our page if we had any spare time after completing all the user stories, as design improvements were required by our stakeholder.

In contrast to the previous week's problem with underestimating story points, we seem to have made a more accurate estimate this time around. We had a total of 51 points to complete during the sprint, with 11 of them already in the testing/progress phase when the week began. We were able to completely finish 33 points by the end of the sprint, with the remaining 18 points almost done, which was a valuable experience to learn from and apply in the upcoming weeks. We could almost aim to be even more conservative with our amount of story points in the future.

- 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 three 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 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)

Completely done this week:

- As a gamer, I want to be able to filter playtime on a low and high, so that i can find a game within my time expectations easier (user story #72)
- As a gamer, I want to be able to filter amount of players on a low and high, so that I can find a game with my amount of players easier (user story #71)
- As a borrower, I want to know where a game is, so that I know where to go to find it (user story #61)
- As a forgetful gamer, I want to be able mark games as played, so that I know if I've played it before (user story #74)
- As a game owner, I want to be able to add games that release in the future, so that I can add games that I have early access to #62)
- As a game suggester, I want to be able to motivate why I suggest the game, so that I can show others why it should be purchased #69)
- As a site admin, I want to be able to manage organizations through an interface, so that I can more easily manage them (user story #73)

Almost done:

- As a reviewer, I want to be able to rate a game, so that I can show others if it's good or not (user story #75)
- As a designer, I want a design language, so that I know how to design new pages (user story #77)

- What are your plans for the upcoming sprint?

In the upcoming sprint, we have scheduled another meeting with our stakeholder to gather input. Based on our earlier meeting, we anticipate increased pressure on the design aspect of our project, as high-priority user stories related to it already exist in our backlog. To address this, we plan to improve both the homepage and suggestion page. Additionally, we aim to implement a feature that displays each user's historic plays on their profile.

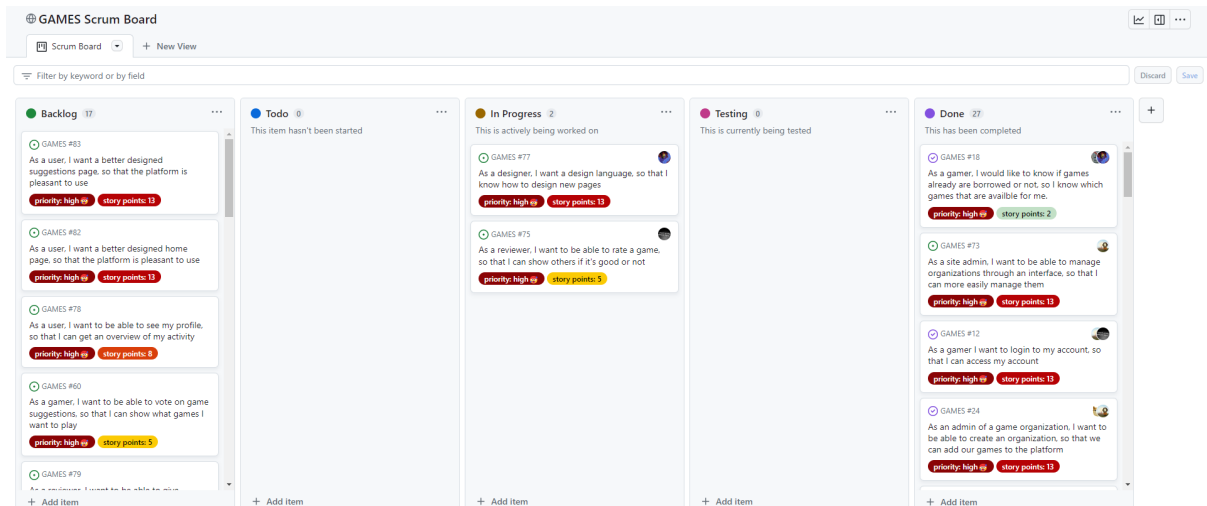
Before sprint

Mid/End sprint

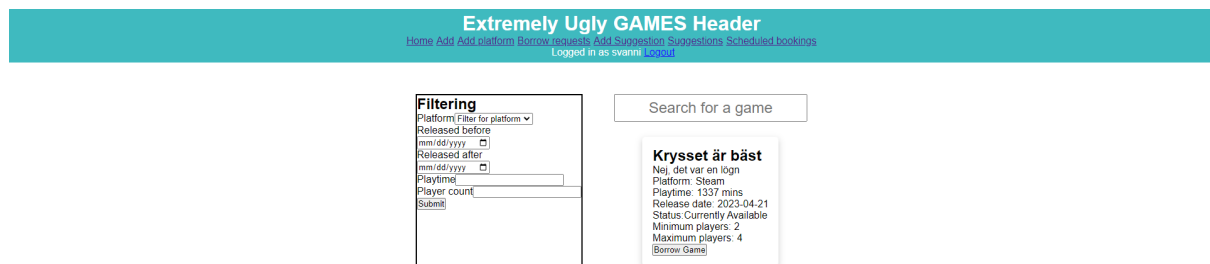
Mid/End sprint

Backlog 17	Todo 9	In Progress 6	Testing 4	Done 26
<p>As a user, I want a better designed suggestions page, so that the platform is pleasant to use</p> <p>priority: high story points: 10</p> <p>As a user, I want a better designed home page, so that the platform is pleasant to use</p> <p>priority: high story points: 10</p> <p>As a user, I want to be able to see my profile, so that I can put an emphasis on my activity</p> <p>priority: low story points: 5</p> <p>As a games, I want to be able to vote on game suggestions, so that I can show other games I want to play</p> <p>priority: low story points: 5</p> <p>As a reviewer, I want to be able to give motivations to my ratings on games, so that people know why I rated this way I did</p> <p>priority: low story points: 3</p> <p>As a games, I want to be able to vote on games, so that others know whether the game is good or not</p> <p>priority: medium story points: 5</p> <p>As an admin of an organization, I want to be able to add people to my organization, so that they can manage our games</p> <p>priority: medium story points: 3</p> <p>As a games, I want to be able to filter games I've previously played, so that I more easily can find new games to try out</p> <p>priority: medium story points: 3</p> <p>As a games, I want to be able to see other people's profiles, so that I find people with similar interests</p> <p>priority: medium story points: 2</p> <p>As an admin of an organization, I want to be able to remove people from my organization, so that former members can't visit our games</p> <p>priority: medium story points: 2</p> <p>As a games owner, I want to know when I added a game to the site, so that I can create fancy graphics/statistics about the games</p> <p>priority: low story points: 3</p> <p>As a games, I want to get endorsements when complete tests, so that I can get more money out of creating games</p> <p>priority: low story points: 10</p> <p>As a games, I want to know which parts are included in a board game, so that I easily can check whether I lost a piece while playing</p> <p>priority: low story points: 7</p> <p>As a games, I want to know if a game is deleted, so that I can ensure the persistence of good quality</p> <p>priority: low story points: 1</p> <p>As a games owner, I want to be able to see when my game was last inventoried, so I know when the last time my game condition was updated</p> <p>priority: low story points: 1</p> <p>As a forgetful games, I want to be able to search for games through their descriptions as I don't remember their names</p> <p>priority: low story points: 2</p> <p>As a games, I want to be able to change the color theme of the website so my eyes don't hurt in the dark</p> <p>priority: low story points: 10</p>	<p>This item hasn't been started</p>	<p>This is actively being worked on</p> <p>As a site admin, I want to be able to manage organizations through an interface, so that I can more easily manage them</p> <p>priority: high story points: 10</p> <p>As a designer, I want a design language, so that I know how to design new pages</p> <p>priority: high story points: 10</p> <p>As a reviewer, I want to be able to rate a game, so that I can show others if it's good or not</p> <p>priority: high story points: 5</p> <p>As a forgetful games, I want to be able to mark games as played, so that I know if I've played it before</p> <p>priority: high story points: 3</p> <p>As a borrower, I want to be able to motivate why I suggest the game, so that I can show others why it should be purchased</p> <p>priority: high story points: 3</p> <p>As a borrower, I want to be able to find a game, so that I know where to go to find it</p> <p>priority: high story points: 1</p>	<p>This is currently being tested</p> <p>As a games, I want to be able to filter playing on a low and high, so that I can find a game within my time expectations easier</p> <p>priority: high story points: 1</p> <p>As a games, I want to be able to filter amount of players on a low and high, so that I can find a game with my amount of players easier</p> <p>priority: high story points: 1</p> <p>As a game owner, I want to know which games are mine, so that I know which games I need permission to use</p> <p>priority: high story points: 5</p> <p>As a game supporter, I want to be able to motivate why I suggest the game, so that I can show others why it should be purchased</p> <p>priority: high story points: 2</p>	<p>This has been completed</p> <p>As a games, I would like to know if games already are borrowed or not, so I know which games that are available for me</p> <p>priority: high story points: 2</p> <p>As a games, I want to login to my account, so that I can access my account</p> <p>priority: high story points: 10</p> <p>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</p> <p>priority: high story points: 10</p> <p>As a games, I want to be able to create an account, so that I can add games on the platform</p> <p>priority: high story points: 5</p> <p>As a games, I want to be able to send a bonus reward to a game, so that I can easily add game owners to inspire their games</p> <p>priority: high story points: 5</p> <p>As a games owner, I want to be able to see all bookings so that I know when the game is going to be borrowed</p> <p>priority: high story points: 3</p> <p>As a developer, I want a reader script for the database, so testing if functionality involving data from the database is easier</p> <p>priority: high story points: 2</p> <p>As a games, I would like to filter games so that I can find more fitting games</p> <p>priority: high story points: 2</p> <p>As a games owner, I want others to be able to suggest games, so that I know what new games others want to play</p> <p>priority: high story points: 5</p> <p>As a games owner, I want to delete games, so that I can remove games that I don't want to lend anymore</p> <p>priority: high story points: 3</p> <p>As a games owner, I want to be able to add games that release in the future, so that I can add games that I have early access to</p> <p>priority: high story points: 7</p> <p>Create a mockup</p> <p>priority: high story points: 5</p> <p>As a user of GAMES, I want to be able to read about how the application works, so that I can know how to use or modify it</p> <p>priority: high story points: 8</p> <p>As a games, I want to have a short description of all the games, so that I am able to choose more easily what game to play</p> <p>priority: high story points: 2</p> <p>As a games owner, I want to be able to add new games to my library, so that other people can borrow them</p> <p>priority: high story points: 5</p> <p>As a loan games, I want to know how long the game will take to play, so I don't start playing a game that I won't be able to finish</p> <p>priority: high story points: 5</p> <p>As a games, I want to know what platform a board game is on so that I know where to expect to play it</p> <p>priority: high story points: 7</p> <p>As a games, I want to know when a game was released, so that I can differentiate between different editions/versions of a game</p> <p>priority: high story points: 2</p>

Final



Screenshot current Product



Not much have happened here this week on the interface. We have done a lot of backend and a few extra features like making the filtering better. All the “add” and “suggest” are really basic (i.e. ugly). They are just a few text forms and the suggestion site is more or less the same as the home page. We have added game owner ship to the games in the backend so it should soon show up when trying to schedule bookings. The owner will have the possibility to decline a booking.