

## Week 16 - Sprint 2

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

This week, the team continued the positive momentum from the previous week and made clear progress on our project. We have nearly completed the build-up phase, with a fully functioning database connected to the project. Moving forward, we can thereby focus our attention on the essential features requested by our stakeholders. Additionally, the team achieved our goal of putting more accurate estimations of the user points connected to the user stories, allowing us to manage the work more effectively since it helped us create a clear plan for dividing the workload among team members. Our team also had a successful meeting where the more experienced students provided valuable guidance to the less experienced students. Specifically, they showed how to use essential GitHub and TypeScript features that are necessary for working independently on the project. Neither did we have any merge conflicts this week, compared to two last week.

- 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 last week, to ensure good quality of our code we try to do pair programming. However, we realized that 100% code coverage in testing is stretching the limit so that will not be a requirement moving forward. 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:

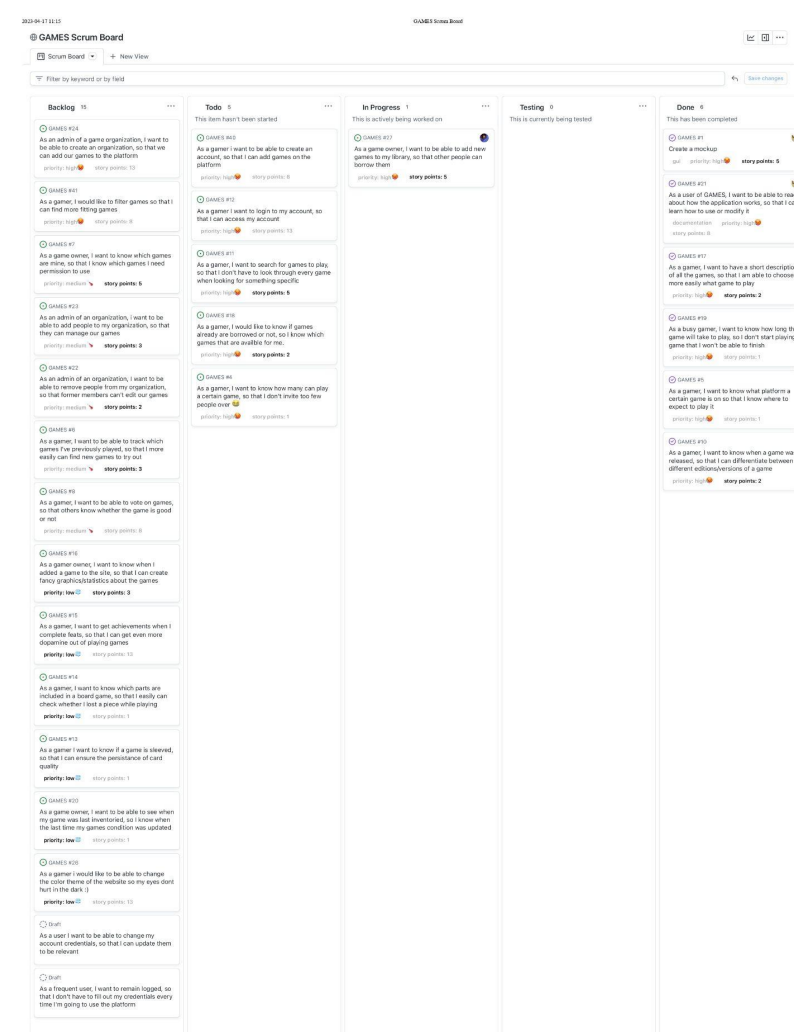
- The possibility for game owners to add new games to their library so that other people can borrow them. (user story #27)
- The possibility to display the minimum and maximum number of players of each game. (user story #4)
- The possibility to search for specific games in a search bar. (user story #11)
- User stories #12, #18 and #40 are partly done and/or in testing.

- 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.

Before sprint



Mid/End sprint





Discard Save

Source: <http://india.com/news/254444.html>