Appendix of Meeting Log
The Team Naegling

Team Members:
Johan Nilsson
David M. Szabo
Elsa Wide
Henrik Edholm
Simonas Stirbys
Mikaela Lidström

Supervisor: William Granli

PROJECT NAME:		City of Assassins	
Meeting type:	Retrospective & sprint planning.	Date & Timebox:	26/02/2014 3 hours
Attendees:	Mikaela Lidström, Henrik Edholm, Johan Nilsson, Elsa Wide, David M Szabo, Simonas Stribys, Felix Fortoul.	Scrum Master:	David M Szabo
Sprint completion:	4th of March	Product Owner:	William Granli, Imed Hammouda

Sprint review:

First meeting, nothing to report.

Sprint retrospective:

What went well:
First meeting, nothing to report.

What could be improved:

First meeting, nothing to report.

Sprint planning:

User stories to complete:
How to: Pi – 3 days (Henrik, Johan & Simonas)
How to: Android – 3 days (Mikaela, Felix, David & Elsa)
Google maps – 3 days (Mikaela, Felix, David & Elsa)
Python – 3 days (Henrik, Johan & Simonas)

Team division:
Mikaela, Elsa and Henrik will have their main focus on game design.
Simonas and Johan will have their main focus on the Raspberry Pi.
Felix and David will have their main focus on the mobile application.

PROJECT NAME:	City of Assassins		
Meeting type:	Retrospective & sprint planning.	Date & Timebox:	05/03/2014 1½ hours
Attendees:	Mikaela Lidström, Henrik Edholm, Johan Nilsson, Elsa Wide, David M Szabo, Simonas Stribys, Felix Fortoul.	Scrum Master:	David M Szabo
Sprint completion:	19th of March	Product Owner:	William Granli, Imed Hammouda

Sprint review:

18/18 story points completed. Explained our findings from the research to the product owners.

Sprint retrospective:

What went well:
We did what was expected from us, we followed scrum and divided the work in a good manner.

What could be improved:

Time efficiency.

Sprint planning:

User stories to complete:

Create basic game design – 3 days (Henrik, Mikaela & Elsa)

Create mobile app – 3 days (Mikaela, Felix, David & Elsa)

How to: Python (2nd) – 3 days (Henrik, Johan & Simonas)

Setting up hub – 3 days (Johan & Simonas)

Sketch database structure – 3 days (Henrik, Johan & Simonas)

How to: Android (2nd) – 5 days (Mikaela, David, Felix & Elsa)

PROJECT NAME:	City of Assassins		
Meeting type:	Retrospective & sprint planning.	Date & Timebox:	20/03/2014 1 hour
Attendees:	Mikaela Lidström, Henrik Edholm, Johan Nilsson, Elsa Wide, David M Szabo, Simonas Stribys.	Scrum Master:	David M Szabo
Sprint completion:	1th of April	Product Owner:	William Granli, Imed Hammouda

Sprint review:

6/20 story points completed. Showed the product owners our game design and overall progress.

Sprint retrospective:

What went well:
Workload, updating the "time spent"-sheet, attendance to project meetings and time efficiency.

What could be improved:

Updating Pivotal Tracker more frequently.

Sprint planning:

User stories to complete:
How to: Python (2nd) – 3 days (Henrik, Johan & Simonas)
Setting up hub – 3 days (Johan & Simonas)
Sketch database structure – 3 days (Henrik, Johan & Simonas)
How to: Android (2nd) – 5 days (Mikaela, David, Felix & Elsa)

PROJECT NAME:	City of Assassins		
Meeting type:	Retrospective & sprint planning.	Date & Timebox:	02/04/2014 1 hours
Attendees:	Mikaela Lidström, Henrik Edholm, Johan Nilsson, David M Szabo, Simonas Stribys, Felix Fortoul.	Scrum Master:	David M Szabo
Sprint completion:	15th of April	Product Owner:	William Granli, Imed Hammouda

Sprint review:

14/14 story points completed. Explained our research findings.

Sprint retrospective:

What went well:
Good planning.

What could be improved:

Go through tasks during the daily scrums and updating the time sheet.

Sprint planning:

User stories to complete:
Setting up NFC-sensor – 5 days (Simonas & Johan)
Setting up camera – 1 day (Simonas & Johan)
Kill target – 3 days (Simonas)
How to: Android (2nd) – 1 days (Mikaela, Elsa, Felix & David)

PROJECT NAME:		City of Assassins	
Meeting type:	Retrospective & sprint planning.	Date & Timebox:	16/04/2014 4 hours
Attendees:	Mikaela Lidström, Henrik Edholm, Johan Nilsson, Elsa Wide, David M Szabo, Simonas Stribys, Felix Fortoul.	Scrum Master:	David M Szabo
Sprint completion:	29th of April	Product Owner:	William Granli, Imed Hammouda

Sprint review:

10/10 story points completed. Demonstrated taking a picture with the Raspberry Pi and display it on a website through the server. We also demonstrated the application with google maps and displaying the users location.

Sprint retrospective:

What went well:
Secrets of the forsaken realm

What could be improved:

Wingardium leviosa

Sprint planning:

User stories to complete:

Integrate map – 1 day (Felix & David)

Setting up GPS – 3 days (Felix & David)

Pivotal Tracker basics – 1 day (Everyone)

Design UI – 1 day (Henrik & Mikaela)

Design Database – 3 days (Henrik & Johan)

Extend class diagram – 1 day (Mikaela & Felix)

Server research – 5 days (Henrik, Simonas, Elsa & Johan)

Android research (3rd) – 3 days (Felix, Mikaela & David)

Set up app server – 5 days (Henrik, Simonas, Elsa & Johan)

Creating file server – 1 day (Johan)

Register account – 1 day (Johan)

Log in to app – 1 day (Johan)

Set up database – 1 day (Johan & Henrik)

PROJECT NAME:	City of Assassins		
Meeting type:	Retrospective & sprint planning.	Date & Timebox:	30/04/2014 3½ hours
Attendees:	Mikaela Lidström, Henrik Edholm, Johan Nilsson, Elsa Wide, David M Szabo, Simonas Stribys, Felix Fortoul.	Scrum Master:	David M Szabo
Sprint completion:	13th of May	Product Owner:	William Granli, Imed Hammouda

Sprint review:

27/27 story points completed. Demonstrated the log in and register functions as well as zooming in on the users location and display a target-marker.

Sprint retrospective:

What went well:
We had a good progress and kept a high morale.

What could be improved:

Spreading knowledge of android with each other, follow our own quality guidelines and document more frequently.

Sprint planning:

User stories to complete:
GitHub lecture – 3 days (Everyone)
Profile page – 1 day (Mikaela & Henrik)
Overview statistics – 3 days (Henrik & Mikaela)
Use item – 3 days (Henrik & Mikaela)
Acquire target – 3 days (Johan & David)
Friend list – 3 days (Elsa & Simonas)
Link phone – 3 days (Johan)
Change profile picture – 1 day (Johan)
Add friend – 3 days (Simonas & Elsa)
Design graphics – 5 days (Felix)

PROJECT NAME:	City of Assassins		
Meeting type:	Retrospective & sprint planning.	Date & Timebox:	14/05/2014 3 hours
Attendees:	Mikaela Lidström, Henrik Edholm, Johan Nilsson, Elsa Wide, David M Szabo, Simonas Stribys, Felix Fortoul.	Scrum Master:	David M Szabo
Sprint completion:	27th of May	Product Owner:	William Granli, Imed Hammouda

Sprint review:

22/28 story points completed.

Sprint retrospective:

What went well:
Cross-over help, updating of PivotalTracker and the time sheet as well as keeping a high productivity.

What could be improved:

Lack of communication and an underestimation of the user story values.

Sprint planning:

User stories to complete:
Accept/deny friend request – 3 days (Elsa & Simonas)
Friend list – 3 days (Elsa & Simonas)
Add friend – 3 days (Simonas & Elsa)
Reset Password – 1 day (Johan)
Update registration – 1 day (Johan)
Assassinate target – 3 day (Mikaela & Henrik)
Get ranked – 1 day (Henrik & Mikaela)
Restrict username & friends – 1 day (Johan)
Create design document – 5 days (Felix)
Collect item from hub – 3 days (Johan & Felix)
Final report – 3 days (David)
Show online friends – 1 day (Elsa & Simonas)
GFX for Sprint 6 – 1 day (Felix)
Meeting log and time sheet – 1 day (Henrik & Mikaela)
Quality document – 1 day (Mikaela & Henrik)