Sprint 3 Planning: FE-BE integration

The following section outlines the plan and main focus points for sprint 3.

Focus:

1. **Post-Session Features (10.02.2025 to 20.02.2025):**
    - Display matchmaking results page.
    - **Assigned to:** Mika.
2. **UI Enhancements (10.02.2025 to 20.02.2025)**:
    - Improve the overall UI/UX design for better usability.
    - **Assigned to:** Jonne & Heta.
3. **Connecting BE-FE (10.2.2025 to 16.2.2025):**
    - Connecting features to communicate the frontend and backend functionality.
    - **Assigned to:** Ade & Jonne.
4. **Admin Features (14.02.2025 to 16.02.2025):**
    - SQL query to retrieve users and their matches from the database, possibility to remove users.
    - **Assigned to:** Ade & Mika.
5. **Final Features (20.02.2025 to 03.03.2025):**
    - Complete the in-app "Help" section with instructions on app usage and customer support.
    - Implementing the ability to add images for user profiles.
    - **Assigned to:** Jonne & Mika.
6. **Testing and CI/CD (Ongoing throughout Sprint):**
    - Write JUnit tests for matchmaking and notification logic.
    - Set up CI/CD pipelines for automated testing and deployment.
    - Coverage test (JaCoCo)
    - **Assigned to:** Heta & Mika.

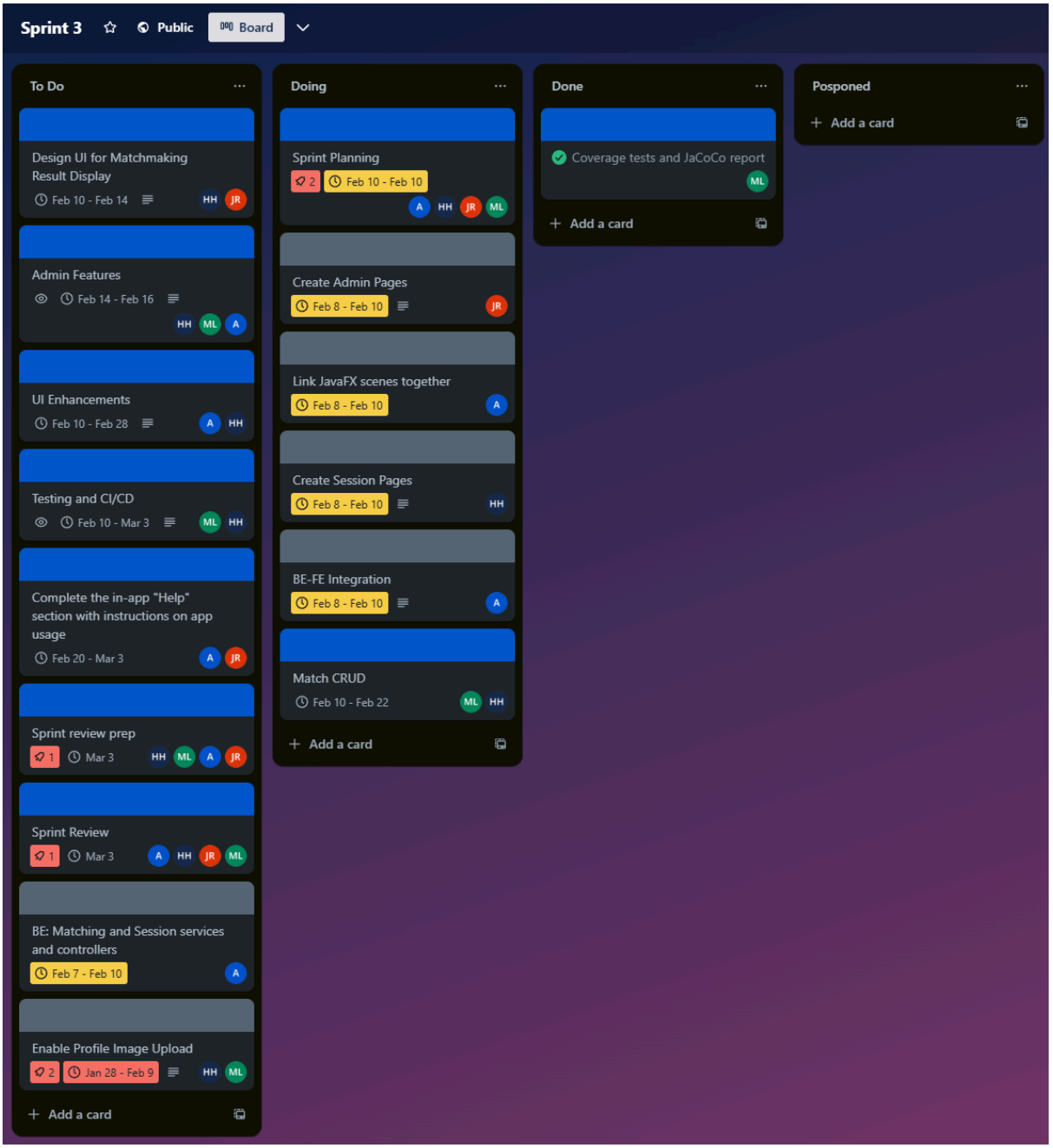

Image 1. Sprint 3 Backlog.

The sprint 3 trello board in **image 1.** displays all the upcoming tasks ordered in terms of their priority. Each card contains a brief description of the task and the assigned team member along with a schedule.

Sprint 2 Review

Sprint 2 backlog status:

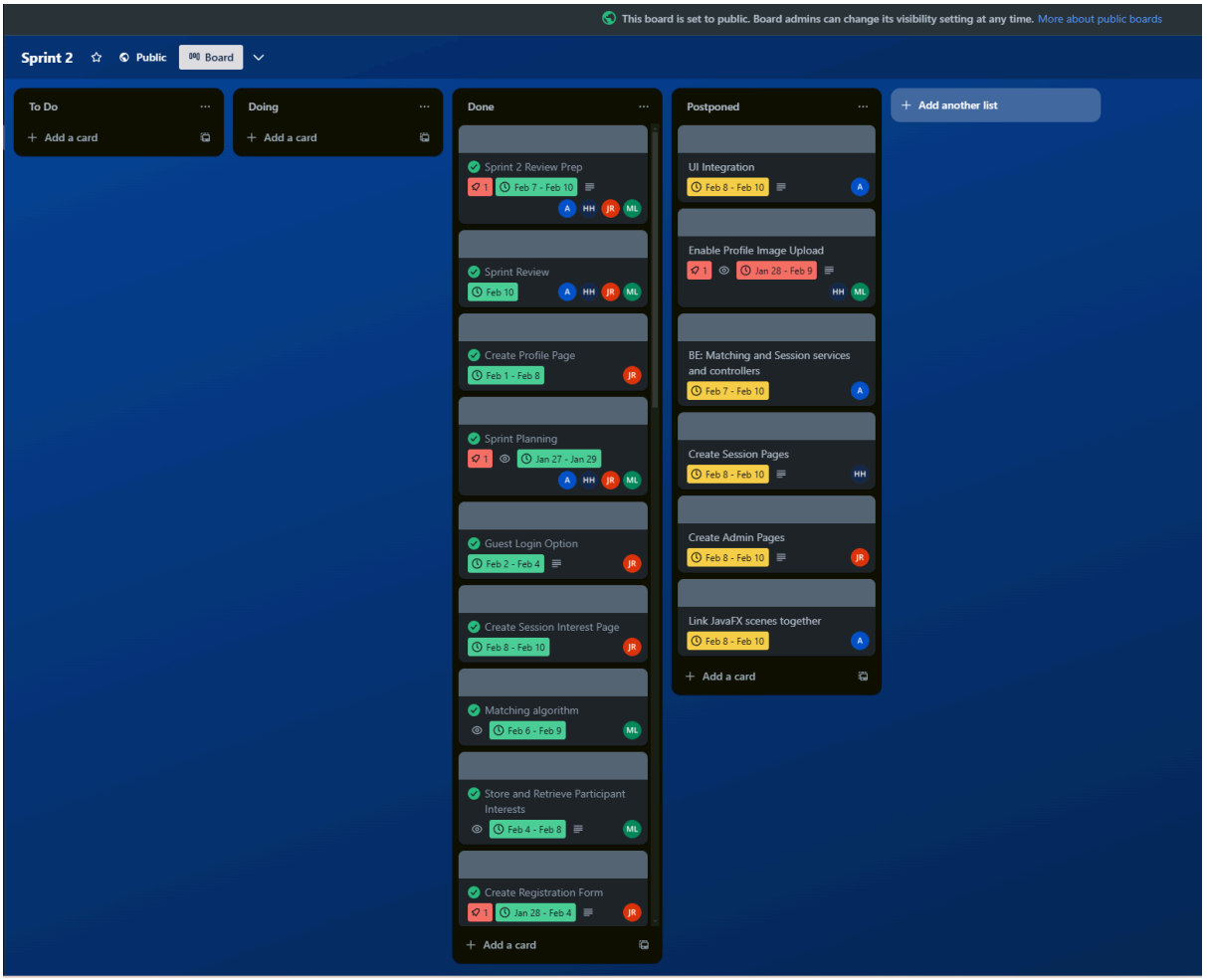

Image 2. Sprint 2 Backlog.

The sprint 2 Trello board in **image 2.** contains 26 fully completed tasks. 6 tasks were uncompleted, and therefore postponed to sprint 3.

Time spent by each team member:

Ohjelmistotuotantoprojekti 1

	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Total
Ade	10	17			27
Heta	14	17			31
Mika	14	17			31
Jonne	14	19			33

Image 3. This worksheet tracks sprint work hours for each team member.

Obstacles and Challenges Encountered:

The main obstacle the team encountered was the limitations for hosting a JavaFX application online. Thus, the scope of the project had to be reduced and multiple features removed or modified. This required the team to spend time re-evaluating the project. Now, the final application will run locally with a different version of the matching process focused on the interests of the participant.

Some challenges were encountered with setting up the individual Hibernate databases on each members' computers locally. The process was unintuitive, and ultimately took some time to figure out.

One obstacle the team faced was storing user information locally during application runtime. This was solved by creating a singleton context class to store runtime data in. The class being a singleton ensures no duplicate instances of data are created, and that each scene and GUIcontroller accesses the same data.

Best,

Team 6

Scrum Master Jonne