

Sprint Review 2

- Features implemented:
 - The WebSocket connection and the events and actions interface. Users are also able to see the cards in their hand and click on them, which the cards react to.
- Issues fixed:
 - No issues to fix from the last sprint because implementation had just begun. An example of an issue found and fixed during this sprint is detailed below.
- Implementation review (What went well in the implementation, what problems occurred, how problems were solved):
 - Process for checking meld legality on the server has passed all tests run on it.
 - The server now reads WebSocket notifications according to our protocol; and it has tested to now be able to create a new lobby, join an existing one, and change the player's username.
 - One issue we ran into during testing was a mysterious "write() before start_response" error on the server. We found out that this seems to be a result of the connection closing when the client doesn't retain a reference to the WebSocket handle. Retaining that handle keeps the connection open and prevents this error.
- Changes made:

- Decided to call our project a website instead of an application from now on, as a website is a more appropriate definition given our project is not being downloaded onto devices.
- Realizing we may have bit off more than we could chew, we pushed some user stories originally slated for sprint 2 back and also rearranged the product backlog.
- Plans for next sprint (What will be done for the next sprint):
 - For the next sprint, we plan to add a place for the score to the UI. We also want there to be some sort of visual indicator for when aces are high or low, and we want to implement the ability for players to move cards around within their hands.
- Scrum Review (What went well in Scrum, what could be improved, and what changes will be made):
 - Product Owner: Matthew Virgin
 - Scrum Master: Kion Tupper
 - Development Team: Kion Tupper, Gavin Palazzo, Gunnar Eastman
 - Defined roles more rigidly this time. There was still quite a bit of overlap, but less than last sprint. In the future, we will try to assign definite roles right at the start of a sprint.