

## Sprint Review 4

- Features implemented:
  - Settings page
    - Aces high/low toggle
  - Help page with rules
  - Ability to join games
- Issues fixed:
  - Updated outdated references to server-client model
- Implementation review (What went well in the implementation, what problems occurred, how problems were solved):
  - Issue: Aces high/low toggle does not reset upon refreshing the page. This reverses what the user sees vs what is actually happening
  - Short deliverable timeframe meant we couldn't implement everything we wanted to
- Changes made:
  - Created a new branch
    - Updated toolbar section of index page to include links to settings and help page.
- Plans for next sprint (What will be done for the next sprint):

- Finish implementation of what we didn't have enough time to get to
- Try to make the game playable for the extra credit assignment
- Add customization options to background and cards
- Scrum Review (What went well in Scrum, what could be improved, and what changes will be made):
  - Product Owner: Kion Tupper
  - Scrum Master: Gunnar Eastman
  - Development team: Kion Tupper, Gavin Palazzo, Gunnar Eastman, Matthew Virgin
    - Continued to cycle roles. Team worked together well to quickly fix the problems from the last deliverable and move on to the documents for this deliverable. However, the fact that this deliverable was less than two weeks long meant that we didn't get to focus on implementation as much as we wanted to. Next sprint, we want to focus on implementation as much as possible in order to potentially get the extra credit assignment done in time.