

Sprint Review 1

- Features implemented: (knowledge acquisition - etc)
 - Workspace setup: Python server with Flask, serving HTML/CSS/JS for the client, websocket connections to handle communication
- Issues fixed: None. There are no issues currently, as this sprint was focused on setting up our project.
- Implementation review (What went well in the implementation, what problems occurred, how problems were solved): The setup of our workspace went well, no problems occurred and we have a clear vision of how to move forward with developing our application.
- Changes made: We initially planned to use exclusively Python with Flask, but after discussing Flask's limitations, decided to look into JS/CSS as well.
- Plans for next sprint (What will be done for the next sprint): In our next sprint, we plan to begin implementing the basics of playing Rummy. Features like being able to see the cards in your hand and the melds on the board, as well as a basic AI opponent with the possibility of some multiplayer.
- Scrum Review (What went well in Scrum, what could be improved, and what changes will be made): The team worked together well, and we learned a lot more about each other's talents. However, we did not have very clearly defined roles, as each of us contributed equally across all aspects of the process. In the future, we will aim to clearly define what each team member's purpose is for that sprint and rotate said purpose every

sprint so that every member can fully experience the different aspects of the development cycle.