Sprint 3 Report

Date: 11/18/17
Team:
- Sean Gordon (skgordon@ucsc.edu)
- Hugh Feng (hzfeng@ucsc.edu)
- Trevor Ching (ttching@ucsc.edu)
- Ali Alkaheli (aalkahel@ucsc.edu)
- Anjali Kanthilal (akanthil@ucsc.edu)

Project Title: GrepThink Live Chat
Project Owner (Sponsor): Ryan Monroe & Sean Dougher
Project Owner (in CS115): Sean Gordon
Scrum Master (Sprint 3): Trevor Ching

Actions to Stop Doing:
- We should make sure everyone is more consistent with attendance.

Actions to Start Doing:
- More testing code changes with unit tests and hand input to the website.
- Document functionality of the code as well as the hand-input tests.
- Follow our projected burn-up chart better.

Action to Keep Doing:
- Meeting 3 times a week, communicating outside of class and meetings. This has been effective for us and is required by the class, so there is no reason to stop doing this.
- Updating others on our progress/changes via Slack or text.
- Helping each other with problems, such as setting up our environments that we did in Sprint 1.
- Pushing changes regularly to GitHub.
- Proper Scrum meetings, with updates and everything

Work Completed:
- ➔ @ parsing is completed, it creates a link and the link goes to the profile
- ➔ Notifications are completed, it sends an alert when a @ is used or a person is invited
- ➔ Chatrooms can be created via a button and form from the main chat url
- ➔ Users can leave a chatroom via a button (and verification page incase they accidentally click the button)
- ➔ Users can be invited to a chatroom via a button and form from the specifc chatroom's page.
- ➔ UI fixes (specifically: auto-scroll, text bubbles for current user and other users)

Work Not Completed:

❖ Direct messages - a link to private chat with a user is available on the profile, but a chatroom is not created yet.
❖ UI fixes (specifically: tabs for viewing all chatrooms, adjustable message box, send button isn't hooked up (enter still works), small bug with text bubbles)

Work Completion Rate:
- User Stories Completed: 3 out of 4
- Completed Estimated Work Hours: 25
- Total Number of Days: 14

Burn Up Chart