

RunTime Terror P2

Sprint Planning:

- Goal was to finish the login and registration page while also adding security measures to them. We also wanted to implement basic game logic for the board and chess pieces.
- We had individuals working on both the front end and back end this sprint.

Scrums:

- Scrum 1: Met to identify who would work on each piece of the goal we had for the sprint.
- Scrum 2: Checked in on how each of us were doing with what we were working on and if anyone had any questions that could be answered.
- Scrum 3: Met to see what was done to that point and readjust what we wanted to get done by the end of the sprint.
- Scrum 4: Talked about how we could clean up the UI regarding to the login and registration page.
- Scrum 5: Met prior to the sprint review to discuss what we wanted to demo for the client.

Sprint Review:

- We got the login and registration page running with security measures. We also added some UI features to those two pages to make them easier to understand and use. We also implemented notifications for each user. Game logic was also put into the project for the board and pieces.

Sprint Retrospective:

- What went well: we finished most of our goal we set out for the sprint in a timely fashion while also adding small details to the project that were not directly set in our goal.
- What can be improved: we did not add enough tasks for what was being put into the code. Some features that were put in the code did not have tasks made for them, making the traceability matrix more difficult to complete.