RunTime Terror P3

Sprint Planning:

- Goal was to finish up the game logic, create ways for users to view current and finished games, create a usable board, and allow users to deregister.
- Individuals worked on each goal both front and back end.

Scrums:

- Scrum 1: Met to develop the goals for the sprint and assign roles for each goal.
- Scrum 2: Met to see how everyone was progressing through their tasks and ask questions about design or problems individuals ran into since the last scrum.
- Scrum 3: Met to see what was done to that point and readjust goals based on what had been completed.
- Scrum 4: Met to see how we could make the board for our boardgame more user friendly and easier to comprehend.
- Scrum 5: Met to go over what to demo for the product owner for the sprint review.

Sprint Review:

- We finished the game logic and made the board much more user friendly and easier to interact with. We also finished the functionality of buttons that did not do anything previously. An example of this was the deregister button.

Sprint Retrospective:

- What went well: We increased the usability of the board for our game and were able to add features we did not think we would get to this sprint. The game logic was completed in the beginning of the sprint which helped us focus on making the UI work and look better.
- What can be improved: Having a good understanding of exactly what we want the UI to look like would have helped us speed up implementing the UI. We all had a basic idea of what we wanted it to look like but when we got to the specifics, we had a lot of questions which slowed us down.