RunTime Terror P1

Sprint Planning:

- The goal was to identify the customer tasks that were high priority and design our system using CRC cards and UML diagrams.
- We wanted to get the server setup and to have a basic startup page for the user to login.
- We wanted to get the basic UI design for the login and user page by the end of the sprint.

Scrums:

- Scrum 1: We went over the initial rules of the game and got a good idea of what we needed to design from a customer's standpoint. We then talked generally about what classes we wanted to design.
- Scrum 2: We met and made CRC cards to better understand the design of our project.
- Scrum 3: We created and gave individuals tasks regarding basic setup for the client and server.

Sprint Review:

- We got the basic setup for the client and server complete and have some basic tasks on getting the user interface setup.

Sprint Retrospective:

- What went well: We have the basic setup for the project complete including the server taking requests and connectivity to a localhost.
- What did not go well: We did not spend enough time working on the project, so only basic setup for the project was completed (server and localhost connectivity). We did not get a login and user profile page setup. We did not write enough tasks for the sprint so we felt lost in what we needed to get done as a team. In the future, we will spend more time working on the project and creating more tasks to be done. This will ensure we are working throughout the entire sprint so more user stories will be completed.