

Scrums:

09/19	reviewed game rules, then created and discussed user stories
09/24	created and discussed CRC cards along with class diagram
09/26	review and decide on final changes to plan
10/11	the content of the game was discussed, the file task was assigned
10/21	improved P1 documentation
10/24	assigned code tasks and set deadlines
10/31	tidy up the code and finish the assignment of the speech task
11/13	discuss P2 with the professor
11/14	make a new plan, assigned code tasks and set deadlines
11/27	adjust foreground and background code
12/2	show the professor a demo

Sprint Review:

P1		participants
09/19	During our first scrum, we familiarized ourselves with the game Hnefatafl. We then read over the transcript in the P1 document that described what the client wants out of the Hnefatafl game system. From there, we created user stories based on the requirements and assigned them a time estimate.	4 members (Nana, Emmett, Jacinda, Miriam)
09/24	During our next scrum, we created CRC cards based on these user stories. We also created a class diagram using the CRC cards as a reference.	4 members (Nana, Emmett, Jacinda, Miriam)
09/26	We then had a meeting with the professor/"product owner" to verify the user stories and discuss priorities. This also helped us gain a better understanding on what we needed to revise and complete by the end of the sprint.	5 members
P2		
10/11	During this scrum, we discussed the file content of P2 together and allocated the files within the file.	5 members
10/21	During this scrum, we asked the professor about the parts of the P1 document that could be improved. The task of file improvement was assigned.	4 members (Nana, Emmett, Jacinda, Miriam)
10/24	During this scrum, together, we solved the game's implementation of the code logic for the round, assigned code tasks based on the improved task and each person's familiar direction, and worked out the deadline.	5 members
10/31	During this scrum, we consolidated the code and assigned P2 presentation tasks	3 members (Nana, Emmett, Jacinda)
P3		
11/13	During this scrum, we went to the professor to discuss the group member problem of P2 and discussed the new task of P3.	3 members (Nana, Emmett, Jacinda)
11/14	During this scrum, we analyze small unfinished problems on the project, simplify them and assign them to members.	3 members (Nana, Emmett, Jacinda)

11/27	During this scrum, we adjusted the code and the project to complete the connection on the code.	2 members (Nana, Emmett)
12/2	During this scrum, we went to the professor's office to show the demo of P3 and explained the problem that there were only three people in the team.	3 members (Nana, Emmett, Jacinda)

Sprint Retrospective:

What went well:

P1	Our scrum meetings contained good discussions that allowed us to gain a better understanding of the game and the system we needed to create. We also asked a lot of helpful questions, and left each meeting having accomplished something, while also having a plan of what we needed to do next.
P2	Our scrum meetings discussed a lot of details about the implementation of the game, actively assigning tasks, making plans for each week and the next meeting time.
P3	We improved the efficiency of the meeting, and actively responded to the professor when we found the members' problems. Properly allocate your time and tasks. Try to finish the project.

What could improve:

P1	We could improve on being clearer on who is going to complete certain things. For example, sometimes it was unclear on who was working on what, and this could cause problems such as people working on the same thing at once, or some things not being completed at all. We plan on fixing this problem by using Zenhub, which will allow us to create tasks and see which ones are currently being worked on and which are left for others to claim. We can also work on time management to ensure that we are utilizing as much time as possible throughout each sprint. Finding times where all 5 of us could meet was also somewhat difficult, and there would sometimes be meetings where not all members were present. We can solve this by planning our scrums a couple days in advance, so that we can determine a time that works for everyone.
P2	During the retrospective, we reflected on the work and code we had done this sprint and identified what we could improve on for the next sprint. While we made some changes based on what we thought we could improve on last time, such as communicating with each other more frequently, we can also continue working on things such as time management by updating the Kanban board/Zenhub more frequently. This will help with completing more tasks.
P3	Staff changes are too large, some members are not actively involved in the project, resulting in the project is not completed well. Early detection of personnel issues allows for better scheduling and allocation of time.