Team 6:

Mohsin Yaqub(Team Leader), Jasmin Cho, Ethan Wright

Scrum Meeting 1 + Working on Project: 03/10/2017

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| Time Expected: 10 | Time Actual: 5 |

Description: We became familiar with our team, created the product/sprint backlog, along with the burndown chart. We also assigned who would do what in the backlog.

Scrum Meeting 2 + Working on Project: 03/20/2017

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| Time Expected: 10 | Time Actual: 5 |

Description: Understood the game mancala, and figured out how we would approach it. Completed sprint 1 tasks, and got familiar with how to implement gui into the project.

Scrum Meeting 3 + Working on Project: 03/21/2017

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| Time Expected: 10 | Time Actual: 5 |

Description: Put the code together and checked functionality and how it all works as far as sprint 1 is concerned.

We created variables and functions that will help us outline how we make our game. It gave us a brief roadmap on what we are going to do and how we are going to do it.

Sprint Meeting 4 + Working on Project: 3/22/2017

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| Time Expected: 10 | Time Actual: 5 |

Description: Made layout on what/how we would we implement the gui, artificial intelligence, and server

Sprint Meeting 5 + Working on Project: 3/24/2017

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| Time Expected: 10 | Time Actual: 5 |

Description: Defined the AI class/variables. Also Changed up project according to Tanzirs new rubric.

Sprint Meeting 6 + Working on project: 3/30/2017

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| Time Expected: 10 | Time Spent: 5 |

Description: Put program together. Realized that we didn’t have enough time to implement all of the other functions that needed to be implemented, so pushed it back to Sprint 3.

Sprint Meeting 7 + Working on Project: 4/01/2017

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| Time Expected: 15 | Time Spent: 7 |

Description: Updated sprint backlog and burndown chart. Worked on figuring and completing the gui. After finisheing the gui went onto the client server.

Sprint Meeting 8 + Working on project: 4/05/2017

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| Time Expected: 15 | Time Spent: 7 |

Description: Updated sprint backlog. Began working on the client server. Worked on Client server and implemented final functions from the logic.

Sprint Meeting 9 + Working on project: 4/10/2017

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| Time Expected: 15 | Time Spent: 20 |

Description: The AI took forever. We could finish it on time because of the AI. Got Easy AI to function but had trouble with the logic behind min and max trees. Glues code/program together to see game implement.