Sprint 2

Jordan radushev – Semester 6

20.03.2022 – 10.04.2022

# Sprint Goals

My main goals for Sprint 2 were research-related and also actual programming. For this sprint I wanted to:

* make initial simple design on my web interface
* make a fully working Account Service API
* establish a connection between frontend and backend
* setup CI in the monorepo structure
* research how to Dockerize a Golang Application efficiently
* setup cloud environment
* setup Player Service API
* research where to place a messaging within the project
* make a transition to GitHub

# Spring Achievements

For the last sprint I managed to transfer my project to GitHub where I also initialized my portfolio as a wiki repo. Regarding the points above I also made good progress on the project by completing pretty much all the above-mentioned tasks. There is still a lot of work to be done and I set a solid ground to this project during my 2nd sprint.

Link to Google Drive Documentation Folder - <https://drive.google.com/drive/folders/1MpMt6adK3v496MlQmbFwk9JCCyztA3k5?usp=sharing>

Link to my Jira board - <https://mobieye.atlassian.net/jira/software/projects/PLAYJ/boards/10>

Link to my GitHub - <https://github.com/JordanRad/play-j>