Sprint Review:

Status of the current sprint

Note: Use Item No. for non-user story work like infrastructure set-up

User Story ID/ Item No.	Story Points	User Story Link	Owner	Status	Remarks
ITEM002	Create UML diagrams		Justin	Nearly Complete	Will be finalized before Friday
ITEM003	Create UI Sketches		Aidan	Complete	
ITEM004	Typescript interfaces		Ayla	Nearly Complete	Will be finalized before Friday

Individual Contributions:
Please provide 1-2 sentences to describe the contributions of each team member during the past week.

Justin Diament:
I finalized the UML diagrams and helped make tweaks to the UI sketches.

Ayla Dursun:
I made our initial typescript interfaces based on the UML we had been working on. I also made some changes to the UML as I thought more about implementation

Haley Schmitt:
I am waiting on final updates to the UML diagrams and UI sketches in order to ensure that they match up with user stories and getting feedback from team members.

Aidan Rosenberg:
I continued to work on the UI prototypes, editing them based on team feedback.

Sprint Retrospective:
Please answer the below questions in 1-2 sentences (use more if something really went wrong).

What went well in the previous sprint?
We have been able to communicate effectively as a team and work to complete the UML diagrams and corresponding typescript to match the user stories from the last sprint.

What obstacles were encountered in the previous sprint? What can we improve in the next sprint?
We did not encounter any obstacles so far. For the next sprint, we will aim to continue working well as a team and to keep on schedule.

Sprint Planning:

Plan for next sprint

User Story ID/ Item No.	Story Points	User Story Link	Owner	Status	Remarks
US001	0.5	https://docs.google.com/document/d/1iKZPEtjaMHLB54TRp6Yx5sDRBaEd9f7wbJhh0iXy1zw/edit?usp=sharing		Ready	Will be completed during next sprint
US002	0.5			Ready	Will be started during next sprint

General Scrum/Agile related guidelines:
- Spend the initial sprint to capture the work you foresee from now until the end of the project and create placeholder User Stories (with status defined) or Items for them (assigning tentative estimates if possible). These should all be part of the Product Backlog.
- Lifecycle (status) of User Stories:
  - Defined: User story exists for work item but several details are missing and is not ready to start development. (Exists in the Product backlog)
  - Ready: User Story has all the details (estimate, acceptance criteria, etc.) filled in and there is sufficient detail to start development. (Exists in Product backlog and can be pulled into a sprint)
  - In-progress: Some developer is working on the story (should have an explicit owner)
  - QAT (Quality Assurance Testing): (optional) Development complete and is being tested.
  - Complete: The development and testing for the story is complete and it is ready to demo.
  - Accepted: The demo is satisfactory and meets the acceptance criteria. Signifies successful implementation.
- User stories can move back and forth as part of development and testing.
- You can have multiple stories as "Defined" in the Product backlog and you can fill in information and move them to "Ready" as you have more information.
- However, a story must be "Ready" before you can include it in a sprint plan.