

# **Software Engineering 300: Iteration 2 Report**

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## **Sprint Planning Meeting:**

Who: Conducted by all members

When: March 7th, in class and after

Duration: 1 hour

The main focus was reviewing the product backlog and introducing new goals for the 2nd iteration. Picked out use cases and user stories that suit the features on the backlog. Each member was assigned/took on certain roles that would aid in the completion of a functional product. This includes reorganizing code to make coding functions more simplistic, finishing up and testing logic for the scholarship subclasses, and connecting the current working logic (removing, adding, making scholarship) for admin and partial elements of student user display. Discussed encapsulating some sections to ensure no issues could come from saving data improperly. Marked goals of having most of administrator interactions and scholarship system implemented. We planned on making the student scenes later on. Priority of this sprint mainly consisting of ensuring backend code is implemented and the GUI can utilize the backend properly, especially admin user interface since all of the backend logic was already almost completely functional.

## **Daily Scrum Meeting:**

<b>Date</b>	<b>Attended by</b>	<b>What was done since the last meeting</b>	<b>What will be done today</b>	<b>Any obstacles</b>
3/07	All members	N/A - Iteration 1	In person - Discuss the required functions and classes that would need to be created	Finding what functions would need to communicate, and accomplishing without encapsulation leaks
3/08	All members	Talking about functional requirements for next sprint	Online - Reorganizing code and combining documentation into current workspace	Conflicts and current code may have been changed to not reflect older documentation
3/11	All members	Fixing project workspace	Displaying student data and admin data on profile pages	Pulling studentData or userData from the respective user
3/12	All members	Making student profiles functional	In Class - Begin adding functions to expand functionality of scholarship manager	Merging scholarship manager and GUI

			and GUI	
3/13	All members	Implementing additional functionality	In person - Adding filtering to scholarship manager, propagating scholarship data to GUI	Filtering and searching for scholarship objects based on keywords
3/14	All members	Implemented some additional functionality to individual classes and methods	In class - Focus mainly on connecting the backend to the front end - ensuring no errors may occur due to user inputs on the backend	Case testing, implementations more difficult to debug than anticipated, appears majority of implementation will work with some small fixing
3/15	All members	Fixed up implementation and backend linking	Online - Finishing up the GUI sections for scholarships and administration. Adding and deleting scholarships GUI capabilities by admin will be implemented.	Issues appear to have mainly been resolved in previous bug testing - implementation issues may occur however
3/16	All members	Finalizing small details in the GUI and backend code. Adding/deleting scholarships GUI for admin.	Online - Merging and testing final pieces together. Ensuring scholarships are editable by admin.	Bugs due to implementation - may require more testing and fine tuning iteration 3

### **Sprint Review Meeting:**

Who: Conducted by all members

When: March 15th, online

Duration: 2 hours

The majority of the admin backend has been completed, product backlog appears to be mostly fine as few tasks remain for iteration 3. Some minor bugs due to encapsulation, however added some new methods to ensure encapsulation wouldn't be an issue that would break the overall classes if used right. Majority of sprint backlog has been completed, some classes still require a bit more work to ensure GUI functionality, and to ensure nothing unexpected will occur during runtime.

## **Retrospective Meeting:**

Who: Conducted by all members

When: March 17th, online

Duration: 1 hour

While the backend is mostly done, the student scenes and methods are still not completed, and majority of the product backlog remaining revolves around the student methods. Last iteration will be to ensure student admin interactions will work properly. Otherwise, iteration 2 seemed to be satisfiable with pace as sprint backlog has been mostly finished. Some issues from iteration 1 required work in iteration 2, has been completed and will be incorporated into iteration 3. Most methods work excluding some bugs due to implementation faults. Issues will be resolved as they appear, majority of classes appear to be fleshed out, codebase may need to be reorganized again to ensure all functions can be found.