Code Miners

*“Never dig straight down!”*

**-SCRUM LOG-**

26 OCT 2019:

In attendance:

Moe Soliman

Po Jen Su

Adam Hurd (Scrum Master)

George Good

Not in attendance:

Sami Hamad (Product Owner)

Topics: Team rules, coding standards, initial Agile stories

Team rules:

1) Be on-time for meetings

2) Finish assignments before sprint checkpoints

3) Give advance notice if you’re going to miss a meeting

4) Give team updates on assignment progress. Avoid overlapping assignments.

5) Members are responsible for writing and submitting their agile stories to the product owner.

Coding standards:

1) Frameworks: SQLite for database, Qt (C++) for UI, Github (Version control; individual branches for each member), Trello (Agile management), Doxygen (documentation)

2) Provide sufficient commenting that the code function is evident.

3) Use descriptive identifier names (“i” for index is fine)

Agile Stories (Writing): DUE MONDAY & ONE UML ITEM PER MEMBER. Planning poker will be played during team meeting after class.

Mo – 4, 5, 6

Po Jen – 13, 14

Adam – 8, 9 ,10

George – 1, 2, 3

Sami – 7, 11, 12

28 OCT 2019:

In attendance:

Sami Hamad (Product Owner)

Adam Hurd (Scrum Master)

Moe Soliman

Po Jen Su

George Good

Details: Performed planning poker on stories 1-10. Started UML artifacts.

30 OCT 2019:

In attendance:

Sami Hamad (Product Owner)

Adam Hurd (Scrum Master)

Moe Soliman

Po Jen Su

George Good

Details: Planning poker 11-16, early build. Database created.

02 NOV 2019:

In attendance:

Sami Hamad (Product Owner)

Adam Hurd (Scrum Master)

Moe Soliman

Po Jen Su

George Good

Details: Finished UML. Planned out UI. Started work on displaying database tables and other functions.

04 NOV 2019:

In attendance:

Sami Hamad (Product Owner)

Adam Hurd (Scrum Master)

Moe Soliman

Po Jen Su

George Good

Details: Focused on merging developed functions into a new master build. Continued research on CI and automated unit testing.