# Sprint Review and Sprint Retrospective 3 - <Ceagulls>

* Features implemented
  + Game dev environment swapped
  + Testing implemented
  + Continuous integration
* Issues fixed
  + Swapped off of Pygame, which allowed for a much easier implementation of our snake game. JS is much more user friendly.
  + Fixed documents based on the feedback we received as of the due date, 4/13/2025.
* Implementation review
  + *What went well in the implementation*
    - Changing to JS went pretty well.
    - Creating sprite sheets.
  + *What problems occurred*
    - Creating the testing framework was rather difficult.
    - Finishing all the documents on time
  + *How problems were solved*
    - Testing framework was solved by re-examining the documentation regarding the test framework online. The solution was that jest doesn’t support vite, so we swapped to using vitest and happy-dom. These in combination worked.
    - In order to finish the documents, we coordinated to finish everything before it was due on Sunday. While not a perfect solution, it was the one most readily available for us to implement.
* Changes made
  + Swapped from Pygame to JS
  + Added spritesheets to possibly replace individual sprites in the future
* Plans for next sprint *(What will be done for the next sprint)*
  + Implement skins
  + Complete documentation tasks as assigned
  + Implement high scores
* Sprint Retrospective
  + *What went well?*
    - Swapping to JS
    - Communication
  + *What could be improved?*
    - Punctuality
    - Testing, more tests
  + *What will we commit to improve in the next Sprint?*
    - *What changes will be made to how we work for the next sprint?*
      * *Fill in the table below*
      * *Then enter it into the project management / task tracking system*

| *Change* | *Who will be responsible for the change* | *Who will check in on the change half-way and when* |
| --- | --- | --- |
| *More tests* | *Matthew* | *George* |
| *Punctuality* | *Makai* | *Tyler* |

# Sprint Review and Sprint Retrospective 2 - <Ceagulls>

* Features implemented
  + New background for snake game
  + Test pygame snake
  + Created user descriptions and diagrams
  + Paper prototype
* Issues fixed
  + Got everyone's Repos cloned and NPM running
  + SRS document fixes
* Implementation review
  + *What went well in the implementation*
    - Matthew did a great job with the sprites and backgrounds
    - efficient meetings
  + *What problems occurred*
    - Had to switch libraries/language for game implementation
  + *How problems were solved*
    - Finding easier way of implementing Snake into website
* Changes made
  + User display tags for login instead of username/PW
* Plans for next sprint *(What will be done for the next sprint)*
  + Fine tune the website
  + revise prototype
  + get buttons/snake to start functioning
* Sprint Retrospective
  + *What went well?*
    - efficient communication and website progress
  + *What could be improved?*
    - Nothing comes to mind right now
  + *What will we commit to improve in the next Sprint?*
    - *What changes will be made to how we work for the next sprint?*
      * *Fill in the table below*
      * *Then enter it into the project management / task tracking system*

| *Change* | *Who will be responsible for the change* | *Who will check in on the change half-way and when* |
| --- | --- | --- |
| Establish goals earlier | *Team* | *Team during SCRUM* |
| Apply prototype changes | Tyler | *Team during SCRUM* |
| Tracking changes/updates better | Team | *Team* |

# Sprint Review and Sprint Retrospective <Sprint 1> - <Ceagulls>

* Features implemented
  + Created a development environment
  + Established user stories
  + Updated project description
* Issues fixed
  + Fixed our user stories
  + changed project description
* Implementation review
  + *What went well in the implementation*
    - Received feedback on our project descriptions
  + *What problems occurred*
    - No problems of note
  + *How problems were solved*
    - N/A
* Changes made
  + Added “so that” to the end of our user stories
* Plans for next sprint *(What will be done for the next sprint)*
  + Begin deliverable 2
  + Create the backbone to our game
* Sprint Retrospective
  + *What went well?*
    - We had a productive meeting on Tuesday.
  + *What could be improved?*
    - Understanding the requirements in more detail
  + *What will we commit to improve in the next Sprint?*
    - *We will commit to getting our requirements in order early on.* 
      * *Fill in the table below*
      * *Then enter it into the project management / task tracking system*

| *Change* | *Who will be responsible for the change* | *Who will check in on the change half-way and when* |
| --- | --- | --- |
| *Adding Sprites* | *Tyler, Matthew* | *Everyone* |
| *Implementing Pygame* | *Everyone* | *Everyone* |

| Challenge | Potential ways to address the challenge |
| --- | --- |
| Understanding the expectations for each section and the format expected | Talk to Troy and look through the instructions |
| Framing the wireframe to fit new ideas and new formatting | Pre-plan ahead with the team. Get a general idea before doing anything |
| Envisioning a way to layout the project | Thinking about it over time and creating drafts |
| Team members not getting things done on time/soon enough to do quality checks. | Check in more often so make sure no one is behind. |
| Difficulty relying on others to assign tasks when needed and to make sure we’re on task | Assign another group member as a backup delegate for this and any other obligations deemed important enough |
| Instead of having everything due on same day, have it so different tasks are due different days | Assign tasks to an earlier date, constant updates from the team. |