

Sprint Review Meeting Results for Sprint 1

What was accomplished in this Sprint and how did it add value?

Before we began working on the project, our team spent time familiarizing ourselves with the Rust language. Afterwards, we focused on creating a tokenizer and parser that would take code written in a file, convert them into labeled tokens, and then converting the tokens into an abstract syntax tree that can be traversed to output what the code is intended to do. Each of us then created samples of code of what our language will look like, to generate certain images like inscribed circles or a Sierpinski triangle.

What (if anything) has changed in your environment?

Our original plan stated that we would use IntelliJ IDEA, however our group decided to pivot to Visual Studio Code. We made this decision as it was an environment that we were more familiar with, and we were able to work in Rust using the “rust-analyzer” extension. In terms of physical environment, Suyash also moved his seat to a more accessible location that made it easier for him to collaborate with the rest of the team.

What (if any) adjustments did you make to your product backlog based on the results of this Sprint?

We met our goals for this Sprint, so we don't need to adjust our overall timeline. We'll be expanding on the overall objectives we have put in our product backlog to give us more specific tasks to focus on for future sprints.