

Sprint 2 Report

What did we get done?

- Game Creation Interface
- Player table
- User manual
- User interface (sidebar)
- Make game

What did we not get done?

- Post filtering
- Live update

- Partially done
- Voting system
- Game logic

What is working?

- Communication on Slack
- Developing on Cloud9
- Realtime meetings & idea discussion

What isn't working?

- Online meeting on Google hangout for discussions (no clear sound and hard to concentrate)
- Follow and code the main project objectives (don't get distracted by trivial tasks)
- Ruby and Rails programming

Suggestions (to each other)

- Pay attention during meetings; general awareness.
- Post on Slack more often
- Pay attention to Slack more often
- Concentrate on the main project without getting distracted by other non-important matters
- Try to work as efficiently as possible
- Be more willing to put more personal effort into learning or solving a problem
- Learn Ruby and Rails more using internet and google

Burn Up Chart (End of Sprint 2)

