Sprint Review

During the sprint we realised that the difficulty of some tasks was underestimated, so, we updated their story points in the product backlog. To be more accurate:

* Select shape updated to 1 (it was 2)
* Ellipse shape updated to 3 (it was 2)
* Rectangle shape updated to 3 (it was 2)

We also changed some user stories priority. In particular, other user stories couldn’t be performed without doing “Create empty window” first, so we increased their priority number. We also increased “Save on file” and “Upload on file” by one.

At first, our estimated velocity was 20 story points. During the sprint we discovered some technical debts that took time to be resolved and caused modifications on the software architecture. At first, we moved from Java Swing to JavaFX after solving the problems discovered during the “Pre-game” phase. Then, we added functionality to some classes on the architecture and we did some adjustments to “Shape model” letting it to become an interface. On the user stories side, we updated some story points resulting in a total of 20 story points done (for this sprint). Given these reasons, we clearly didn’t properly estimate the initial velocity that we now consider about 30 story points.

At the end of the sprint, we completed the following user stories:

* Create empty window
* Select shape position
* Line segment shape
* Rectangle shape
* Ellipse shape
* Outline colour
* Filling colour
* Save on file
* Upload file