

Sprint 4 - Sprint Meeting Minutes

Group 11

Sprint meeting 4 - 2022/05/31 12:30

Summary: Sprint 4 meeting was started off by closing out sprint 3. Many sprint 3 milestones were not met due to external pressures experienced by the team. The team however is confident to finish the project by the deadline of the 7th.

Backlog updates:

- Issues #80 - #109 were created during sprint 3.
- Issues #110 - #126 were created during the sprint 4 meeting.

Task assignments:

Van Niekerk Ferreira: Tasks #91, #126, #42

Robin Jonker: Tasks #21, #71, #108, #113, #122, #124

Tristan Lilford: Tasks #69, #22, #90, #71, #110, #110

Tristan Basel: Tasks #42, #125, #126

Johann Gouws: #11, #76, #101, #112, #123

User and developer story point assignment:

Van Niekerk Ferreira: 19

Robin Jonker: 32

Tristan Lilford: 26

Tristan Basel: 19

Johann Gouws: 24

Current sprint progress:

- The documentation for the project has been updated
- The current sprint focus was setting up multiple different database tables, the connections between them and the frontend along with the retrieval of the data and placing them into html tables. Testings and the setup of the automated testing with Github Actions was completed. Many bugs were fixed and new ones noted.
- Release of sprint 3.

Current sprint focus:

- Van Niekerk will complete tasks #91, #126, #42. The main focus of these tasks is the testing framework and bug fixes..
- Robin will complete the tasks listed in task assignments. The main tasks relate to creating another frontend page with its backend connection. The updating of databases based on game operation and the final setup of the multiplayer page connected to the needed databases to track the games.
- Tristan Lilford needs to create constant communications between multiplayer users through the use of socket.io.
- Tristan Basel will complete tasks #42, #125, #126. These are bug fixes and continuation of testing, both unit and webdriver based tests. Focus may be given specifically to the multiplayer system.

- Johann will focus on finalising the Wordle game functionality focusing on db access so multiplayer can commence.
- General: Multiple tasks were left unassigned which will be assigned during sprint 4. The goal for the end of this sprint is to have the working app, fully tested, without any major flaws or bugs. The end of sprint 4 is the end of the production life cycle for this app.

Impediments that may prevent the development team from meeting the Sprint Goal:

- Van Niekerk: Time management due to other university deadlines.
- Robin: There are no major impediments that will prevent the development from occurring. The final week of the production will take priority over everything else.
- Tristan Lilford: Other university deadlines
- Tristan Basel: No expected impediments for the current sprint.
- Johann: Time Management