

Sprint 3 - Sprint Meeting Minutes

Group 11

Sprint meeting 3 - 2022/05/24 12:30

Summary: Sprint 3 meeting was started off by closing out sprint 2. We reviewed the tasks completed during sprint 2 and ensured all done tasks were closed. Sprint 3 will be the most pressured sprint, with a high allocation of tasks and deadlines.

Backlog updates:

- Issues #35 - #65 were created during sprint 2.
- Issues #66 - #77 were created during the sprint 3 meeting.

Task assignments:

Van Niekerk Ferreira: Tasks #26, #42, #44, #45 and #46

Robin Jonker: Tasks #13, #15, #66, #67, #68, #70, #71, #72, #73 and #78

Tristan Lilford: Tasks #8, #77, #75, 69, #7, #22, #15, #71, #73

Tristan Basel: Tasks #26, #42, #44, #45 and #46

Johann Gouws: #11, #19, #20, #63 and #76

User and developer story point assignment:

Van Niekerk Ferreira: 21

Robin Jonker: 46

Tristan Lilford: 47

Tristan Basel: 21

Johann Gouws: 26

Current sprint progress:

- The current sprints focus was the migration of the whole app into the express framework and then the deployment onto the azure website.
- The functionality of the database was completed and successfully worked locally however there are still bugs to be fixed in deployment.
- The game is in a working order and a few bugs have been fixed along with UI improvements during gameplay.
- Release of sprint 2 documentation.

Current sprint focus:

- Van Niekerk will complete tasks #26, #42, #44, #45 and #46. The main focus of these tasks is a testing framework.
- Robin will complete the tasks listed in task assignments. The main tasks relate to creating frontend pages and backend scripts to call information from the database and display it on the pages.
- Tristan Lilford has high priority to complete all server interactions and begin developing a backend method to allow for multiplayer. There will be over allocation of tasks for this sprint to ensure there is ample time in sprint 4 for bug fixing and finishing touches.

- Tristan Basel will complete tasks #26, #42, #44, #45 and #46. The majority of these tasks are related to testing frameworks. After testing is complete some additional tasks may be taken on.
- Johann will focus on the basic framework for the Wordle World Party. Task #12 is a rudimentary game state page with the functionality of entering 5 letter words.
- General: Multiple tasks were left unassigned which will be assigned during sprint 3. The goal for the end of this sprint is to have a fully working game in all aspects. The only main task that will be left for sprint 4 will relate to the addition of an extra feature in the game, fixing of the final bugs and completing any tasks that were left unfinished in sprint 3.

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

- Van Niekerk: Time management and unfamiliarity with testing frameworks.
- Robin: The amount of different tasks can become a problem due to the sheer volume of the tasks along with imminent deadlines relating to our courses which could cause a distraction.
- Tristan Lilford: Effectively managing time between project development and alternative commitments.
- Tristan Basel: Time management due to other project deadlines could produce an issue. Also, learning to use the mocha testing framework.
- Johann: Time management as tasks continue to be added.
- The continuation of load shedding may result in delay.