Team Runtime Terror Scrum Log

Team Members:

Daniel Navarro Mason Emes Jacob Armstrong Nathan Whitney Nicholas H

- 1. 9/15/2021 The team met and planned the first few stories in order to get an idea of the project. Discussing the tools that will be used for the project as well as the deadlines for the project checkpoints, and what is to be expected. Creating the stories on Github and using it as the agile management tool.
- 2. 9/21/2021 The team met up again to refine the stories and determine roles and responsibilities. The scrum master, Product owner, and roles were discussed alongside beginning the preparations for the first sprint.
- 3. 9/22/2021 The team met up to work on the test plan needed for the project, as well as continue working on the agile stories needed for sprint 1.
- **4. 9/25/2021** The team met up to discuss github branching, how to push and pull to the main branch, as well as create new branches. The team discussed how to correctly branch from main before pushing any new code.
- **5. 9/27/2021** The team had the first sprint review to overlook the progress of the program so far. Progress continued after the first sprint review and more stories were made.
- **6. 9/29/2021** The team met up to discuss the state diagrams, and the database used for the project using SQLite.
- 7. 10/06/2021 The team met up again to continue work on the project, including working on stories and making the program work with the database.

- 8. 10/07/2021 The team met up to discuss and problem solve the algorithm needed for planning a trip with a start city, end city, and the distance.
- 9. 10/14/2021 The team continued to work on the database in order for the program to not crash. The database and related functions were fixed.
- 10. 10/19/2021 The team made some final touches to the program and the related documents in order to complete the project.