

# T09 - Hub Dawgs

Sam Bonafe, Cameron Connell, Tri Nguyen, and Evan Williams



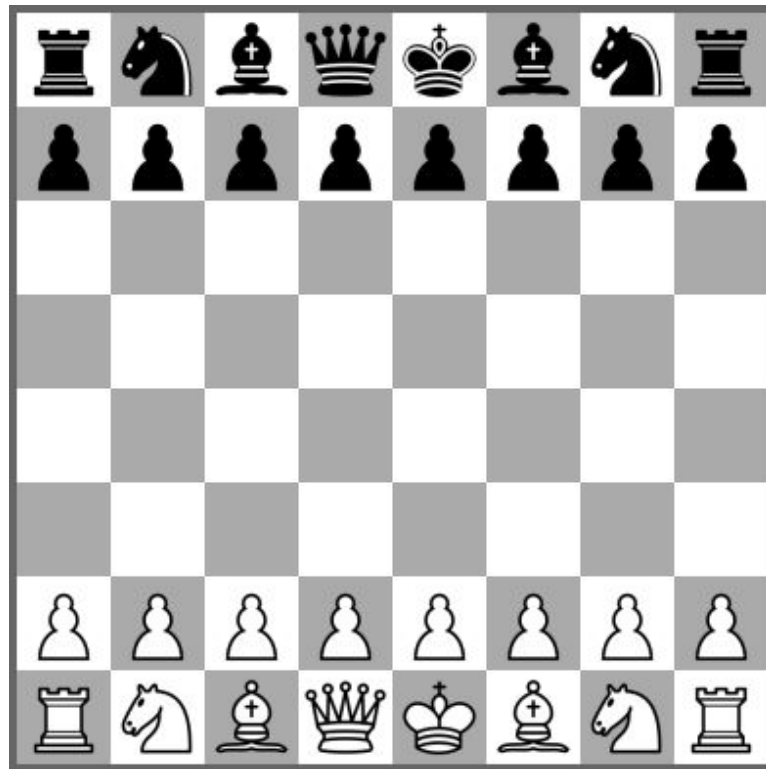
# Progress

- Created and filled out the Kanban board
- Completed user stories
- Finished CRC cards and the UML
- Found a meeting time that works for everyone (possibly our first epic)

# Extinction Game

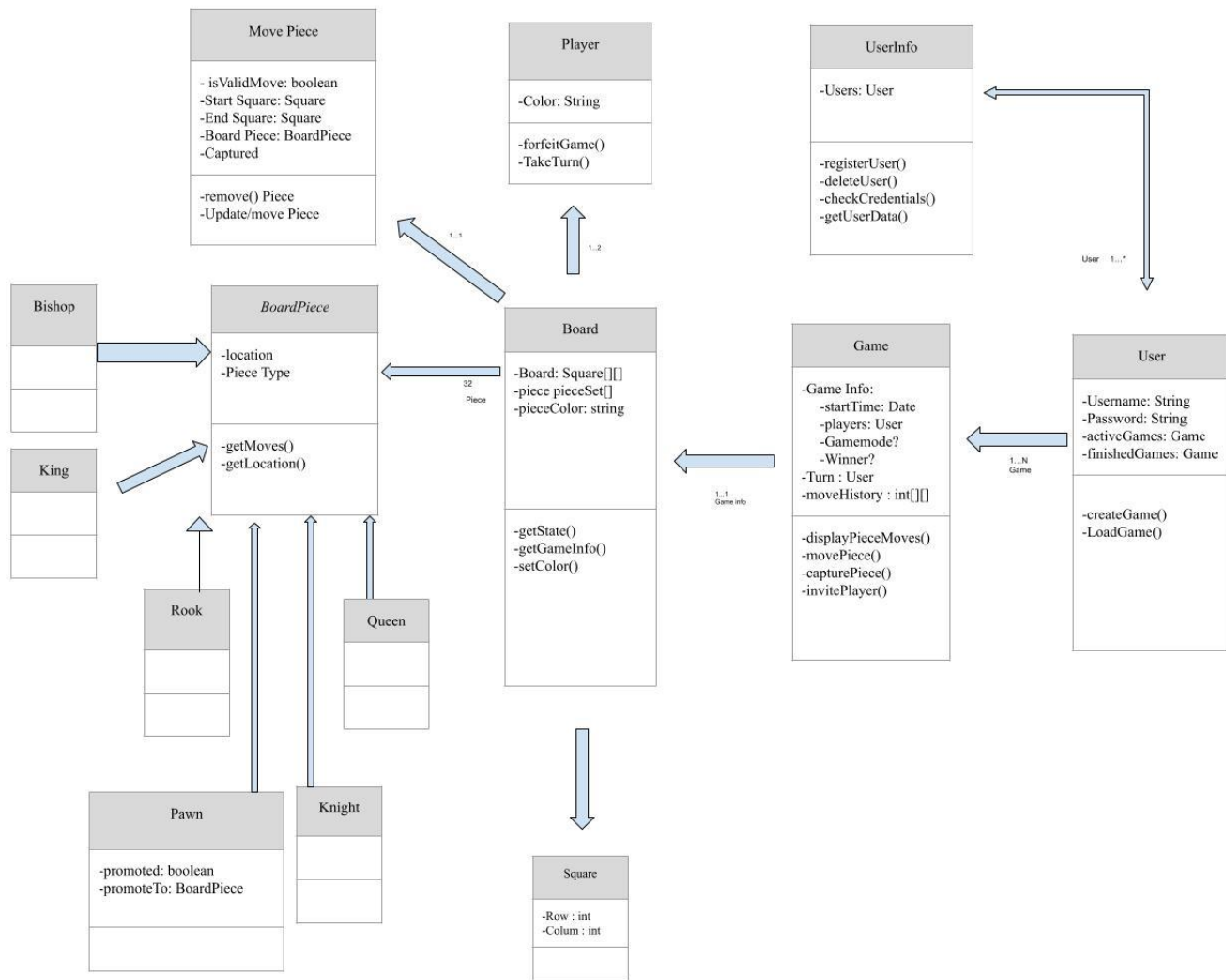
## Extinction chess:

- Simple
- Normal Pieces
- Many Win Conditions
- Pawns can become a king



# Process/product decisions made

- Added a database
- Kanban with Review
- 4 CRC cards
  - Refactored these into 8 Primary classes and 6 subclasses for pieces in our UML Diagram



# Scrum ceremonies

- Schedule
  - 6 Sprints with 2 week durations
- Things that went well
  - Active communication & team chemistry
  - Cohesiveness to complete work together
- Things that we need to improve
  - Regular meeting times
  - Team member left - redistributing work
- One thing we will change next time
  - One in-person scrum a week