1. Sprint Planning Meeting (Start of Sprint)

Date: December 1, 2024

Duration: ~1.5 hours

Attendees: Sharmarke (PO), Abdullahi (SM), Bashar (Dev), Mohammad (Dev)

Agenda:

- Review product backlog items to tackle this sprint.
- Estimate effort and define "done" criteria for tasks.
- Confirm test strategy and identify dependencies.

Decisions Made:

Product backlog items selected for this sprint:

- Implement scheduling logic for leagues with numberOfGames support (Cases 5–8).
- Enhance test coverage: add tests for venue availability and non-overlapping intervals.
- Prepare documentation: End-to-end scenario doc, updated test case doc, and sprint meeting notes.

Bashar will handle the majority of coding tasks.

Mohammad will assist with tests and documentation.

PO and SM will support and oversee.

Tasks Created (Sprint Backlog):

T1: Update scheduler logic for numberOfGames (Bashar)

T2: Write additional unit tests for interval overlaps & venue availability (Mohammad)

T3: Increase numberOfGames in CSV for cases (5–8) & adjust test asserts (Bashar)

T4: Create required documentation (End-to-End scenario, test cases doc, sprint notes) (Mohammad)

T5: Product Backlog refinement post-review (Sharmarke, PO)

T6: Facilitate daily scrums, address impediments, ensure process (Abdullahi, SM)

Definition of Done Highlights:

T1: Code updated, passes existing tests.

T2: Tests run successfully, coverage good, no overlap issues.

T3: CSV updated, thresholds adjusted, tests pass.

T4: Docs reviewed, meet requirements, approved by team.

T5: PB items updated after review, clarity for next iteration.

T6: All meetings held, impediments resolved, process adhered to.

(No issues yet since this is the start.)

2. Daily Stand-up #1

Date: December 2, 2024

Duration: ~15 minutes

Attendees: Abdullahi (SM), Bashar (Dev), Mohammad (Dev), Sharmarke (PO as observer)

What was done (Dec 1)?

Bashar: Began code updates for numberOfGames.

Mohammad: Started interval overlap test cases.

• Bashar: Began editing CSV for synthetic cases.

Mohammad: Drafted End-to-End scenario outline.

• Sharmarke (PO): Ensured backlog clarity.

• Abdullahi (SM): Confirmed no major impediments yet.

What will be done today (Dec 2)?

• Bashar: Finish coding logic & run preliminary tests (T1, T3).

• Mohammad: Complete test cases, run coverage (T2), start Test Cases doc (T4).

• Sharmarke (PO): On standby for requirement clarifications (T5).

• Abdullahi (SM): Monitor progress, remove impediments (T6).

Impediments?

• Awaiting finalized CSV changes before full integration tests.

What didn't go well (so far):

• During initial attempts to understand test expectations, the team found some confusion over the exact number of matches expected by certain cases. There was discussion in Discord about whether Case 1 should yield 28 or 32 games, and Case 2 should yield 84 or 96. This early uncertainty caused hesitation in finalizing the CSV updates and test thresholds since the provided examples didn't fully align with the team's calculations.

3. Daily Stand-up #2

Date: December 4, 2024

Duration: ~15 minutes

Attendees: Abdullahi (SM), Bashar (Dev), Mohammad (Dev), Sharmarke (PO)

What was done (Dec 2-3)?

• Bashar: Completed numberOfGames logic, initial tests passing (T1 done).

 Mohammad: Finished overlap & venue tests, improved coverage (T2 progress), documented scenario steps (T4 in progress).

• Bashar: Updated CSVs (5–8) with higher numberOfGames (T3 progress).

• Sharmarke (PO): Slight PB refinements noted (T5 ongoing).

• Abdullahi (SM): Ensured communication & no impediments (T6 ongoing).

What next (Dec 4–5)?

• Bashar: Re-run tests with updated CSVs, ensure cases meet thresholds (finish T3).

• Mohammad: Finalize Test Cases doc & refine scenario doc (complete T4).

• Sharmarke (PO): Prepare for Sprint Review, note new backlog items (T5).

• Abdullahi (SM): Prepare for Review & product demo (T6).

Impediments?

None now.

What didn't go well since last stand-up:

In attempting to finalize the test cases for Cases 5–8, the team realized "limited availability" and other

conditions weren't clearly defined. On Discord, there were questions on how "limited availability"

translates into actual constraints. This lack of clarity caused delays, as Bashar had to guess how many

matches could realistically fit into the given schedules and adjust number of Games or timeslots

accordingly.

4. Daily Stand-up #3

Date: December 9, 2024

Duration: ~15 minutes

Attendees: Abdullahi (SM), Bashar (Dev), Mohammad (Dev), Sharmarke (PO)

What was done (Dec 5–8)?

Bashar: Re-ran all tests, adjusted assets for cases 1–4 and 5–8; all passing (T3 done).

Mohammad: Finalized Test Cases doc, End-to-End doc (T4 done).

Sharmarke (PO): Refined PB items post-integration, clarity for next iteration (T5 done).

Abdullahi (SM): Confirmed no impediments, process smooth (T6 ongoing).

What next (Dec 9–11)?

Bashar: Final code review, update README/build instructions.

Mohammad: Final review of documentation (Sprint notes, Product & Sprint Backlog).

Sharmarke (PO): Ready for Review, note enhancements for next sprint.

Abdullahi (SM): Facilitate Sprint Review & Retrospective.

Impediments?

None. On track.

What didn't go well since last stand-up:

While verifying Cases 3 and 4, the team discovered a mismatch between the computed total number of

matches (e.g., 120 or 276) and what the initial test scripts or expectations hinted at. On Discord, Bashar

expressed confusion over whether the official expectations were incorrect or if they should just adjust

their CSV and test logic. This uncertainty forced the team to make assumptions (like capping matches at

168 for Case 4).

5. Sprint Review (End of Sprint)

Date: December 11, 2024

Duration: ~1 hour

Attendees: Bashar (Dev), Mohammad (Dev), Sharmarke (PO), Abdullahi (SM), Product Owner proxy

user (as customer rep)

Agenda:

Demonstrate updated scheduler logic (numberOfGames for cases 5–8).

Show test results (unit, integration, coverage).

Review End-to-End scenario doc, Test Cases doc, Sprint Notes.

Verify sprint goals met.

Outcome:

Successful demo: Cases 1–4 adjusted game counts, Cases 5–8 show more games.

All tests pass, including venue & overlap tests.

Docs reviewed, PO satisfied.

Sprint goals met.

What didn't go well (at Review):

The demonstration highlighted that the team had to invent their own interpretations for certain cases due

to lack of clarity. On Discord, they discussed that the test data provided by the course didn't always

match logical calculations for matches. The PO acknowledged this, but the team had to finalize their

own logic and document their assumptions.

Next Steps:

Move enhancements (e.g., generated scenario) to the next sprint.

Consider more complex distributions next time.

6. Sprint Retrospective

Date: December 12, 2024

Duration: ∼1 hour

Attendees: Bashar (Dev), Mohammad (Dev), Sharmarke (PO), Abdullahi (SM)

What went well:

Clear task distribution; Bashar handled the main coding load efficiently.

Regular communication, daily scrums effective.

Increased test coverage, robust scheduling logic.

What didn't go well:

From the Discord discussions, it was evident the team struggled with inconsistent or unclear test

expectations (e.g., confusion over correct number of matches for certain cases, what "limited

availability" truly meant, and mismatch between official test hints and logical calculations).

This confusion led to extra time spent adjusting CSV files, guessing number OfGames, and

reinterpreting results.

Additionally, some last-minute changes to data and assumptions had to be made without official

clarification, causing minor frustration and delays.

What could be improved:

- Start documentation tasks earlier.
- More proactive CSV/data updates to prevent last-minute changes.
- If possible, seek official clarification earlier or choose one interpretation and clearly document assumptions.

Action items for next sprint:

- Begin does at sprint start.
- Assign "quality champion" early for consistent coverage.
- Mid-sprint data checks.