# Sprint 2

Team 3

Sprint Lead - Aakil Bohra

Summary of accomplishments

- Redesigned the landing page
- Created a memory matching game
- Game contains:
    - Animations
    - 5 levels of increasing difficulty
    - Time left before the player loses the level
    - Current score of the player which increases as the player passes each level of the game
    - Number of lives the player has

Sprint 2 burndown chart

Burndown chart
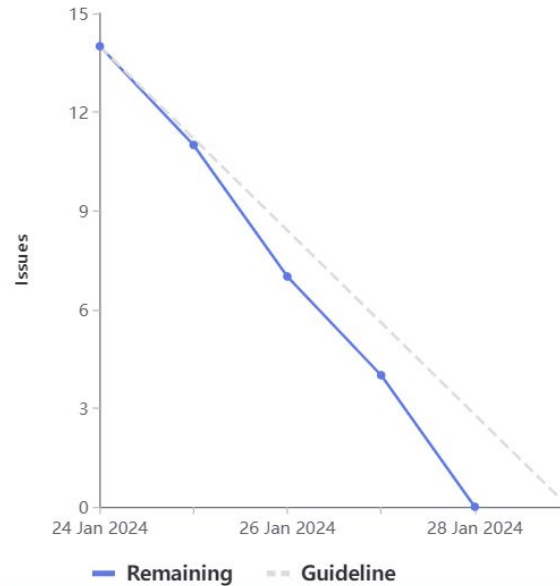
Burnup chart
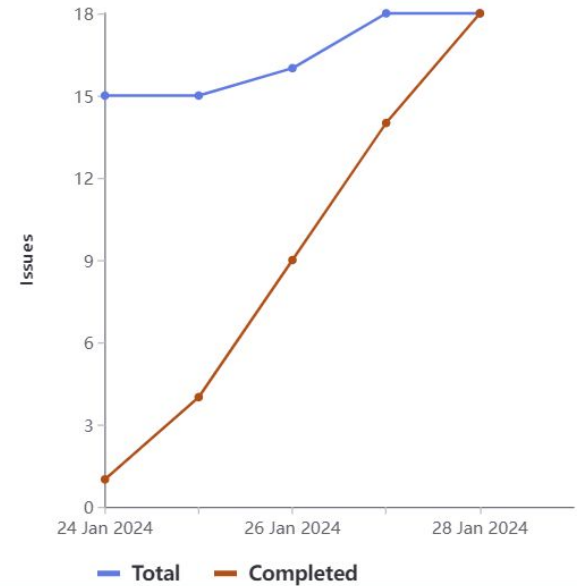
Aakil Bohra

- Set up and coordinated regular team meetings.
- Implemented the score for the game. The player's score increases as they pass each level.
- Worked on unit tests for the game using the Jest testing framework.
- Ran into errors with the testing code that I wasn't able to solve even after extended research. Therefore, the testing code is currently failing to run.
- Weight of completed issues: 12

Dipto

- Landing page redesign & figma prototype

- Documentation (updated readme & wiki)

- Weight of completed issues: 12

Jacob

- Biggest contribution to the sprint
  - Database setup - research, update ci.yml to create db and tables if they don't exist, started working on php script to establish connection to db for storing data
  - Haven't tested storing data in it yet

- Second biggest contribution to the sprint
  - Session management component with login button
  - Tried making as modular as possible so it can be included on all pages with single php include

- Weight of completed issues
  - 12

Hammad

- Biggest contribution to the sprint:
  - Implement CI/CD for Database Creation
  - Create placeholder database table in ci.yml file, to be continued in the next sprint
  - Personal Milestone: Understand Database creation and CI/CD
- Second biggest contribution to the sprint
  - Troubleshoot SQL Database to access Socs server
  - Assist in login functionality
- Weight of completed issues OR hours of completed issues:
  - 12 weight

Lucas

- Added multiple levels with increasing difficulty
- Added life system, users lose a life when they repeatedly reveal the same card
- Added game timer
- Weight of completed issues: 9

Abdullah Saad

- Biggest contribution to the sprint:
      Create the first stage of the game

- Second biggest contribution to the sprint

      Create Cards for the Memory Matching Game

- Weight of completed issues OR hours of completed issues:

- 14 weight

Reflection – what didn't go well

- We started the sprint a bit late because the team wasn't available to meet earlier on during the week.

- The Jest unit tests failed to run properly

Reflection – what did go well

- The game is now complete
- Landing page has been greatly improved.
- Everyone completed their parts on time.
- Everyone was very responsive and responsible for their work.
- Excellent communication among the team.

Reflection – changes for next sprint?

- Will work more on the Jest unit testing to try to solve the errors currently being encountered.
- Will begin the sprint earlier on during the week.

Demo

- Visit https://cis4250w24-03.socs.uoguelph.ca/
- New landing page
- Memory matching game