



# Sprint 4

Team 3

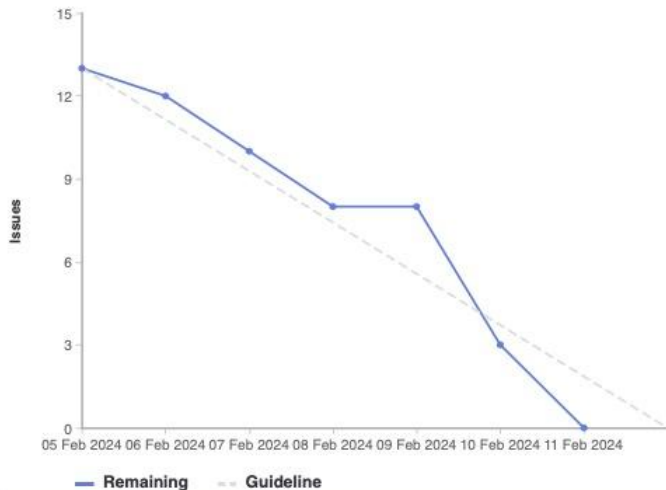
Sprint Lead - Abdullah Saad

# Summary of accomplishments

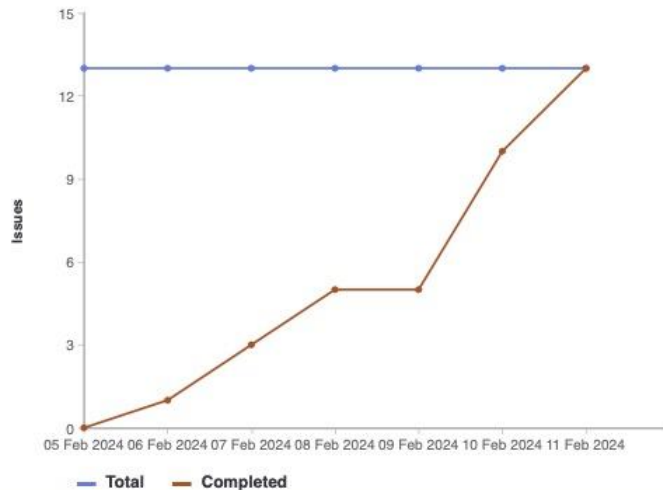
- Create a design system document.
- Improving UI/UX.
- Add different kind faces, ability to select the card design.
- Improving CI/CD efficiency and workflow.
- Improving leaderboard functionality.
- Testing output showing on summary page.
- Rules for merge request , Code review , branching Guidelines , Coding Conventions.

# Sprint 3 burndown chart

Burndown chart



Burnup chart



# Dipto

- Landing Page update, style updated on Game page
  - Re-added animated element
  - Game section of landing page updated with placeholders for new games
  - Header of card matching game redesigned to clearly provide the game information
- Design document
  - Created a design document for logo, color scheme, typography and different buttons
  - Updated secondary font on entire website
- Weights: 10

# Jacob

- Biggest contribution to the sprint :
  - CI/ CD improvements - made testing run in parallel shards, got test outputs showing on summary page
- Second Biggest contribution to the sprint:
  - Leaderboard improvements - now able to select based on game, able to sort table based on name, score or time played, table is scrollable and some small styling changes
- Number of weight complete : 15

# Aakil Bohra

- Biggest contribution to the sprint:
  - Implemented the ability to switch between card designs.
- Second biggest contribution to the sprint:
  - Worked on writing tests for the game.
  - User acceptance testing for the game.
  - Fixing the code linting issues
- Number of completed weights: 14

# Hammad

- Biggest contribution to the sprint :
  - Learn Jest
  - Updated Testing using Jest
- Second Biggest contribution to the sprint:
  - Updated wiki and readme, along with collection of feedback from users
- Number of weight complete : 10

# Lucas

- Made card component in the game page
- Fixed timer not stopping bug
- Fixed refresh page bug
- Total weight 12



# Abdullah Saad

- Biggest contribution to the sprint :
  - CI/ CD improvements - made testing run in parallel shards.
  - Making cache for each job in CI/CD.
  - Editing our code style to match Google style.
- Second Biggest contribution to the sprint:
  - Rules for merge request
  - Code review Guidelines
  - Branching Guidelines
  - Coding Conventions
- Number of weight complete : 14

# Reflection – what didn't go well

- Testing for the cards matching.

# Reflection – What did go well

- Finished the game.
- Design system document.
- Add different kind faces, ability to select the card design.
- Improvements :
  - Improving leaderboard functionality.
  - Improving CI/CD efficiency and workflow.
  - Improving testing

# Reflection – changes for next sprint?

- Adding Accessibility Features.

# Demo

- Visit <https://cis4250w24-03.socs.uoguelph.ca/>