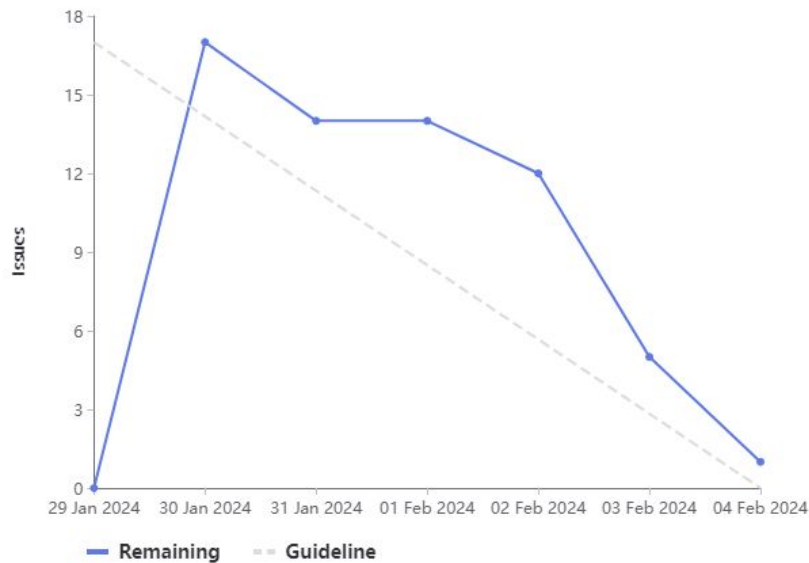# Sprint 3

Team 3

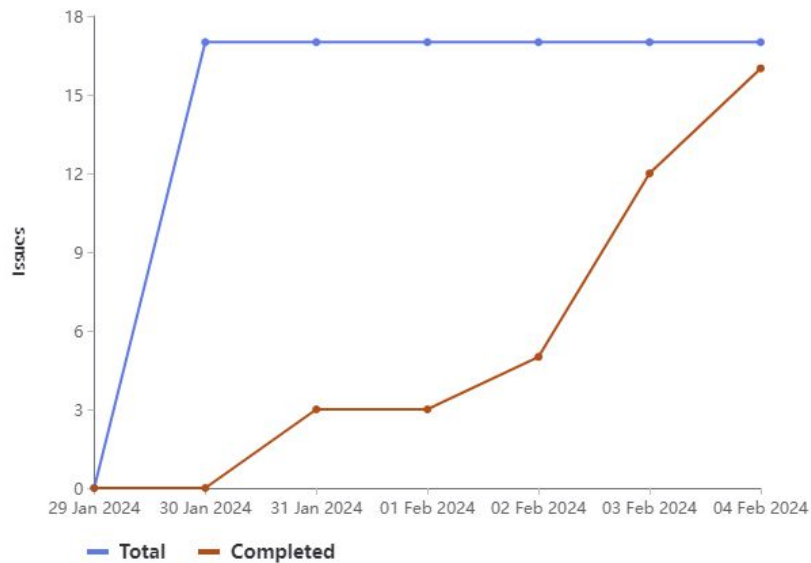Sprint Lead - Lucas Jarrett

Summary of accomplishments

- Converted the project to react
- Added linting stage to pipeline
- Added tests (1 suite for each main component, NavBar, AboutPage, Game)
- Added leaderboard
- Added user login

Sprint 3 burndown chart

Burndown chart

Legend: — Remaining ---- Guideline

Burnup chart

Legend: — Total — Completed

Dipto

- New designs for Game page

- Helped with React transition
- Weights: 12

Jacob

- Biggest contribution to the sprint :
  - User login works with database, creates new user if first time user
    - Made sure you don't need to be signed in to play a game to keep it simple

- Second Biggest contribution to the sprint:
  - Leaderboard page of top 10 players, stored by highest score (requires user to be signed in)
  - Help with react deployment (ci deployment & server side config changes)

- Number of weight complete : 13

Aakil Bohra

- Biggest contribution to the sprint:
  - Learned and did research on the React library for Javascript.
  - Worked on converting the vanilla Javascript website to use React.
- Second biggest contribution to the sprint:
  - Worked on the user's ability to select card design but did not get a chance to complete it because I switched over to the React work.
- Number of completed weights: 14

Hammad

- Updated win screen
- Updated game over screen
- Helped add leaderboard to database
- Total weight 11

Lucas

- Integrated React into project
- Added logic to reshuffle level if the player loses
- Total weight 16

Abdullah Saad

- Biggest contribution to the sprint :

    Testing for :

    How to play Game - Matching Game - Nav Bar.

    Implement Eslint - Google style .

    Implement Workflow using Needs and dependency .

- Second Biggest contribution to the sprint:

    Add How to play the game.

- Number of weight complete : 13

Reflection – what didn't go well

- Underestimated how much work adding react would be

- Had difficulties deploying database on website

- Had problems deploying images to final website

Reflection – What did go well

- Implemented many supplementary features:
    - Testing
    - Linting
    - Pipelines
    - Database

Reflection – changes for next sprint?

- Quality over quantity, focus on adding fewer things at once

Demo

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