Team weekly report for week ending 2/17/2019 – The team decided to change the project to a sports team league project. We created 14 new stories for the new project and resolved issues concerning the cloning of the project in different locations.

Team weekly report for week ending 2/24/2019 – The team completed one story and began a discussion on how to complete the second story by the deadline.

Team weekly report for week ending 3/3/2019 – The team had a customer review and requested a user interface and the elimination of the max teams variable. The first iteration was completed and our velocity is 20 story points. On Sunday we stated the second iteration and completed 2 story points and made good progress on the main function that will allow the user to see our software.

Team weekly report for week ending 3/10/2019 – The team spent the majority of the Tuesday team meeting debugging functions in the main and ensuring the user interface functioned as expected. We believe that we may have underestimated the story point value of creating and testing the main function.

Team weekly report for week ending 3/17/2019 – Spring break week. On Sunday, we performed individual code reviews to come up with ideas on how to correct the bugs and finish the iteration before the release date.

Team weekly report for week ending 3/24/2019 – We were successful in completing the iteration for all stories strongly due to the fact the code review on Sunday.

Team weekly report for week ending 3/31/2019 – The team decided to meet Thursday evening instead of Sunday as there were some scheduling conflicts. We were able to complete 3 of the 5 tasks for the 3rd iteration. While developing the generate schedule feature, we had to debug some errors as our unit test began to fail. These errors were resolved Thursday night, but took away an hour of programming time to debug.

Team weekly report for week ending 4/7/2019 – The team has some scheduling conflicts for various reasons but we were still able to communicate and progress with items on the iteration. We had a meeting with the customer and created a new iteration to add file IO functionality to the program. We discussed file types and methods to implement and decided on xml format.

Team Weekly report 4/14/19 Performed code review on Tuesday on the IDataIO interace, and the XMLDatatIO class. We identified many problems including the file not writing in the expected format, which the unit test caught. Performed code review on Thursday on code from sections of the main class. Several problems were identified including the lack of comments in the code.

Team Weekly report 4/21/19 Finished the iteration for loading and saving data from a file. XML seemed to be the logical format but presented challenges for the team. We created an interface IDataIO so that future methods of file IO, or a database structure can be implemented.

Team Weekly report 4/28/19 to include 4/30/19 – Team meetings at regularly scheduled times. We were unable to meet on Sunday due to multiple scheduling conflicts, but were able to complete 85% of the stories for the final iteration. We completed the final iteration on Tuesday, April 30th and performed some refactoring with the remaining time. A class was created to load and save .csv files which uses the IDataIO interface.

Final report for the team project – The team worked very well together! Although we were the least available group, we managed to meet 2 times a week for all but 1 week of the project. We learned different aspects of programming from each other and made steady progress throughout the semester.