Sprint Retrospective – 11/16/20

During our second sprint the main thing we struggled with was motivating ourselves. It was very difficult not being able to meet in person to complete tasks together because it is a lot easier to ask someone a quick question about the code in person. However, we tried our best to maintain communication with each other and even if we did not meet over a video call, we still texted once a week what we had completed and what we were currently working on.

For the code portion we got a basic structure set up during the second sprint. We basically created an empty skeleton which we were able to fill in during the third sprint. We created both a login and register screen, along with a basic home screen through which the user could select several different options. We also created a basic chessboard UI that did not have the functionality implemented yet.

During our sprint retrospective meeting with the TA, we discussed both what we had accomplished so far and what we still needed to work on. We first went over our list of user stories and changed the priority of most of them. Since we were moving into the final sprint almost all of the user stories gained a priority of must have. The TA also offered feedback on some of the things that needed to be worked on still. He explained how we needed to rework our class diagram in order to match our new code structure. He also recommended writing more junit tests because we had a low coverage.

Sprint Review – 12/4/20

Throughout the duration of sprint 3 we worked hard to fill in the code skeleton that we had developed during sprint 2. We had a hard time motivating ourselves to accomplish what we needed to get done but however once we were able to motivate ourselves, we were able to accomplish what we needed to.

Overall, throughout the course we found it difficult to work completely online as a team. It is more challenging to communicate and stay updated on what people are working on. It helped to have a weekly time set each week that we met virtually to discuss what we have accomplished so far because it allowed us to keep each other in check and make sure that we were accomplishing what we said we were going to accomplish. Despite working on a team feeling challenging, we all felt as though that we both learned a lot in this course and were able to hone skills we had developed in other courses.

During our sprint review meeting with the TA, we gave him a quick demo of our UI and talked about what we had accomplished. While looking at our UI we learned that we still had a few things we needed to work out before the deadline, such as having a new game only being created when an invitation has been sent and received. At that current point in time, we had not completed all of our user stories due to the fact that we were still working on getting our database connected to our client and server side.

Despite not having everything completed by the time of our sprint review meeting, we still planned on working hard through the weekend in order to get the last few things implemented.