Group 3

**Sprint Ceremony Notes**

* + Roles
    - Lev: Product owner
    - Chris: SCRUM master
    - Kruno: Developer
    - Martin: Developer
* Sprint X
  + Sprint planning
    - Goal
    - Sprint backlog
  + Daily SCRUM meeting 1
    - Completed yesterday
    - Plan for tomorrow
    - Problems
  + Daily SCRUM meeting 2
    - Completed yesterday
    - Plan for tomorrow
    - Problems
  + Daily SCRUM meeting 3
    - Completed
    - Plan for tomorrow
    - Problems
  + Daily SCRUM meeting 4
    - Completed
    - For next sprint
    - Problems
  + Sprint review
  + Sprint retrospective
    - Start
    - Stop
    - Continue
* Sprint 1
  + Sprint planning
    - Goal: Rent and place games
      * Small iteration first
    - Sprint backlog
      * Broke down task one into sub tasks
      * Took some small simplified versions from other product backlog items
  + Daily SCRUM meeting 1
    - Completed yesterday
      * Chris: Repo
      * Kruno: Console commands
      * Lev: Model to add games, barebones login
      * Martin: Game and gamelist
    - Plan for tomorrow
      * Chris: Work on days left counter
      * Kruno: Unit tests
      * Lev: Unit tests
      * Martin: Method for getting all unrented games, client server split (RMI)
    - Problems
      * None
    - Assistance
      * Chris asked Kruno and Lev to take up the unit test task
  + Daily SCRUM meeting 2
    - Completed yesterday
      * None
    - Plan for tomorrow
      * Lev and Chris: RMI split
      * Kruno: Javadoc
      * Martin: Adding console commands
    - Problems
      * Limited bookings
  + Daily SCRUM meeting 3
    - Completed
      * None
    - Plan for tomorrow
      * Everyone: Fix RMI
      * Everyone: Continue javadoc
    - Problems
  + Daily SCRUM meeting 4
    - Completed
      * Martin
        + Added transactions
      * Kruno
        + Basic login for RMI
        + Fleshed out game
      * Chris and Lev
        + Worked on documentation
    - For next sprint
      * GUI
      * Database start
        + Schema
        + Diagrams
        + Tables
      * More javadoc
      * Expand on notes within project report
      * Notes for process report
      * Consider different privileges
    - Problems
      * More pair work
  + Sprint review
    - More use of the product backlog
      * Each day when tasks are being allocated
      * After sprint backlog
    - Demo
      * Return can be completed further
  + Sprint retrospective
    - Start
      * Events on Discord
        + Helps see the place and time easier
    - Stop
      * Leaving for home during the sprint
      * Being late from lunch
        + Disrespect of people’s time
    - Continue
      * Music
      * Meeting in person
      * Pair work
* Sprint 2
  + Sprint planning
    - Goal
      * GUI
      * Database
    - Sprint backlog
  + Daily SCRUM meeting 1
    - Completed yesterday
      * Everyone: GUI navigation and basic diagram
      * Lev: Started on view model
        + Extended login functionality
      * Kruno: FXMLs and controllers
      * Martin: Userlist and reading up on connecting database
      * Chris: FXMLs and controllers
    - Plan for tomorrow
      * Chris and Kruno: Continue fxmls and controllers
      * Martin and Lev: Viewmodels
      * Add main to run
    - Problems
      * Use reformatting more often
      * More clear end to meeting
      * Less work during the meeting
      * Volume: 28 for youtube
      * Less commits
        + Commit to next semester using branches
      * Write email
  + Daily SCRUM meeting 2
    - Completed yesterday
      * Kruno and Chris
        + Worked on controllers and fxmls
      * Martin
        + Javadoc, update to User and Game
      * Lev
        + Viewmodels, admin panel function, login, signup
    - Plan for tomorrow
      * Delete old test classes
        + Add archive package
      * Server logs everything
        + No need for old console commands
        + Class to hold logs
      * Viewmodels
        + Admin

Correct functions

Change view name to AddEdit

* + - * Windows
        + Every single window must have a way to go back

Users

* + - * + Prevent resizing
        + Title on top bar of window
      * Alerts
      * Use case work
      * NFR
      * More notes for project report
      * Javadoc
      * Class diagram and domain model
    - Problems
      * Marshalling errors caused by failure to copy classes
        + Please copy or face the Magyar wrath
  + Daily SCRUM meeting 3
    - Completed
      * Kruno
        + Javadoc, return games, user profile
      * Martin
        + Class diagram, javadoc
      * Lev
        + Inventory window
      * Chris
        + Browse view, game info, notes for project report
    - Plan for tomorrow
      * Kruno: Use cases + class check
      * Martin: Class diagram, controller instance var to private
      * Lev: continue work on admin
      * Chris: Database - button to add a single thing through the GUI. Debug controllers
    - Problems
      * Merge issues
        + Resolve manually
  + Daily SCRUM meeting 4
    - Completed
      * Kruno
        + More use case descriptions, return info, class diagram, model methods
      * Lev
        + Admin panel
      * Martin
        + Class diagram
      * Chris
        + Add/Edit functionality
    - For next sprint
      * Kruno
        + Transactions
      * Lev and Martin
        + Finish admin panel
      * Chris
        + Database nonsense
    - Problems
      * Reformat
  + Sprint review
    - It was good
      * Doing well on schedule
    - Basic requirements met
      * Database is the only missing core architecture
    - Days missing from rental
    - Review is needed
    - Sub
      * Works for 30 days, and then press the pay button
    - Revoke rental priv
    - Balance int
  + Sprint retrospective
    - Start
      * More homework
      * Reformat
    - Stop
      * Using phone
      * Bullying Martin
        + Especially Chris
    - Continue
      * Hard work
* Sprint 3
  + Sprint planning
    - Goal
      * Transactions
      * Database
        + Diagrams
        + Users
        + Games
        + Normalization
      * User edit
      * GUI renting
      * Check for date
      * Refund
      * Balance
        + User side

Add to balance

Pay for subscription/ fine

* + - * + Admin side

Refund/fine

* + - * Revoke privileges
      * Ratings
      * Terminate the user
    - Sprint backlog
  + Daily SCRUM meeting 1
    - Completed yesterday
      * Lev
        + Balance, subscription, transaction, currently logged in user, etc.
      * Kruno
        + More fxmls!
        + Renting process
      * Martin
        + Admin panel

Edit users

Constraints

* + - * Chris
        + CRUD methods
    - Plan for tomorrow
      * Lev
        + Access balance from edit user
      * Kruno
        + Renting.
      * Martin
        + Refund, fine, and revoke
      * Chris
        + Make branch to integrate CRUD methods
    - Problems
  + Daily SCRUM meeting 2
    - Completed yesterday
      * Kruno
        + GR diagram, relational schema
      * Martin and Lev
        + Admin panel is done
        + Edited rent and return
        + Balance
        + “Everything except the database is done”
        + Reviews
      * Chris
        + Implemented CRUD methods for game
        + Started new branch
        + Kruno “volunteered” his help
    - Plan for tomorrow
      * Kruno and Chris
        + Implementing DAO in db test branch

Game and users

* + - * + When you rent a game, the database should reflect it

Create a rental and a transaction

* + - * Lev and Martin
        + Documentation
        + Code cleanup
        + Assisting to modify model methods
    - Problems
      * Database has become a critical priority which causes others to wait
  + Daily SCRUM meeting 3
    - Completed
      * Kruno
        + Use cases fleshed out
        + Diagram updates
        + Contact button
      * Lev
        + User database integration
        + Git conflict resolution
      * Martin
        + Worked on project description

Requirements

Bullet point

* + - * + Javadoc
      * Chris
        + Game database integration

Apply methods to model manager

Able to rent and return games

See games rented by user

* + - Plan for tomorrow
      * Kruno
        + Class diagram readability
        + Reports
      * Lev
        + Javadoc
        + Code cleanup
      * Martin
        + Checking for age when renting
        + Javadoc
      * Chris
        + Triggers

Calculating age

Days left

Active -> Rented

* + - * + Reports
    - Problems
  + Daily SCRUM meeting 4
    - Completed
      * Lev
        + Squashing bugs
      * Martin
        + Age check
        + Javadoc
        + Test data
      * Kruno
        + Transactions!
      * Chris
        + Triggers
    - For next sprint
      * Lev
        + Game info
      * Martin
        + Testing
        + Test cases, ZOMB+E
        + Javadoc
      * Kruno
        + Documentation
        + Pair programming and functionality
      * Chris
        + Documentation
        + Database veracity
        + Design documents
    - Problems
      * Focus
        + More five minute breaks
      * Reduce burnout
        + More social activity
        + Personal plus feature

Something you think is fun

* + - * + Space out documentation
      * More light caffeine
        + Tea
  + Sprint review
    - Updated the product backlog
  + Sprint retrospective
    - Start
      * See most recent problems
      * Define certain amount of daily documentation for each person
      * Social activities when we are ahead of schedule
    - Stop
      * In future semesters, avoid pushing to main branch
      * Leaving trash in the room
      * Contacting steffen when it is not needed
    - Continue
      * Booking rooms well in advance
      * Using larger rooms when possible
* Sprint 4
  + Sprint planning
    - Goal
      * Intense testing
      * Bug squashing
        + Transaction
      * Documentation
      * Search!!!!
      * Increase error label size
      * Custom error text for expected exceptions
      * Check when error label is reset
    - Sprint backlog
      * Done
  + Daily SCRUM meeting 1
    - Completed yesterday
      * Martin
        + GameList test cases
      * Lev
        + Javadoc
        + Bug fixes
        + Custom exceptions
        + Days left in the game
        + Review
      * Chris
        + Search
        + Transactions
        + JavaDoc
      * Kruno
        + Transactions
        + Javadoc
    - Plan for tomorrow
      * Martin
        + Process report
        + Test cases

Rent, return, browse

* + - * Lev
        + Bug fixes
        + Process report
        + Update use cases to current version
      * Kruno
        + Domain model
        + Class diagram rework
        + Use case revision
      * Chris
        + Javadoc
        + Project report: Introduction
    - Problems
      * N/A
  + Supervisor Meeting 24/5 10 - 11
    - Use cases
      * Which ones to combine to follow BOSS rule
      * Relationship to current solution/ maintaining ambiguity
        + A: Avoid design elements
      * Relationship to test case steps
      * When should we use activity diagrams instead?
        + Use system sequence if there is a lot of system interaction
        + Activity diagram if a lot of steps
        + Short and precise
    - Process report
      * Size
        + Similar to 1st semester

1 page

* + - * How to reflect on supervision
        + Role of supervisor

How did that affect the group?

* + - * + Management theory
        + Steffen answers with a question
      * Integrating theory into personal reflections
        + \*Shrug\*
        + Look through learning paths
        + Use estimate profiles

Describe missing

* + - * + More application instead of explanation of theory
        + Combine with SCRUM roles
    - Project report
      * How much of the introduction can be lifted from the description?
        + Sometimes better word for word
        + Can lead to the solution
      * Diagraming
        + Class diagram

Diagram by package?

Improving readability

Make class diagram operations and fields

Zoom in to show packages

Make a note to not show setters and getters

Use the images of the diagram as the parts come up in the report

* + - * + Sequence diagram

Doesn’t feel right

Analysis artifact

Use both activity and sequence

Conventions and astash functionality

If and branching

* + - * + Domain model

Inheritance?

Not reflected in program, but real world

A: “This is fine”

Size and detail

Avoid design details

Show difference when discussing design

* + - * + Design documents for GUI?

User guide contains screenshots

Describe for experts how it was designed

* + - * + Interaction diagrams?

Always ask what story you want to tell

* + - * Defining more non-functional requirements
        + INVEST and FURPS+
        + Coming from the customer

Product owner

Avoid the school’s project requirements

Can be added late

Must be justified

“Postgres because …”

* + - * Implementation
        + Compare to SEP 1
        + Use special parts of javadoc
        + How to follow from design

Ex: Run later

* + - * Testing
        + Structuring the section

Chronological or v-model?

Purpose is to convince the reader that it is working

Unit testing

Tested for this and this

Show fraction of jUnit test

Refer to appendix

Show most important test

Test cases

Might be in appendix

Not only sunny scenario

* + - * + Artifacts needed
        + Acceptance testing
      * Conclusion
        + Maybe acceptance
      * Comments
        + For expert audience

Consistency on explanations

* + Daily SCRUM meeting 2
    - Completed yesterday
      * Supervisor meeting
      * Lev
        + Javadoc
        + Exam prep
      * Kruno
        + Domain model
        + Class diagram rework
      * Martin
        + JUnit
        + Exam prep
      * Chris
        + Javadoc
        + Process report: introduction
    - Plan for tomorrow
      * Lev
        + Process report
      * Kruno
        + Class diagram rework
        + Activity/ sequence diagrams
      * Martin
        + Personal reflection
    - Problems
      * Bring tea
  + Daily SCRUM meeting 3
    - Completed
      * Lev
        + Personal reflection
        + Process report
        + Error messages
      * Kruno
        + Steffen answers to diagram
        + Start on personal reflection
      * Martin
        + hasRental
        + Cascade deletion for users
        + Test cases
        + Process report review
      * Chris
        + Extend game
        + Introduction
        + Analysis
        + Notes for design
    - Plan for tomorrow
      * Lev
        + More error messages
        + Limit to extend game
      * Kruno
        + Standardize use cases
        + Activity diagrams
        + Personal reflection
        + E-estimate profiles

GDPR request

* + - * Martin
        + More process report
        + More test cases

Renting

Terminating users

* + - * Chris
        + Scroll fix
        + Project report notes
    - Problems
      * Rooms
        + We booked as much as we could
      * Health issues
  + Daily SCRUM meeting 4
    - Completed
      * Lev
        + Password security
        + Limit to extend
        + More error message
      * Kruno
        + Standardize use cases
        + Activity diagrams
        + Personal reflection
        + E-estimate profiles

GDPR request

* + - * Martin
        + Group contract upload
        + Lev import to personal reflection
        + Fixed a JUnit test
      * Chris
        + Use case diagram description in analysis
        + Introduction review
        + Scroll fix
    - For next sprint
      * Lev
        + Complete JavaDocs
        + Process report w/ Martin
        + Pair up to write implementation section
        + Helping with critical deliverables
        + Write admin user guide
      * Kruno
        + Design section in project report
        + Team up with Lev for implementation
        + Helping with critical deliverables

Link to pdf in program

* + - * + Write renter user guide
      * Martin
        + Process report refinement
        + Test section in project report
        + Project future
        + Results and discussion first draft
        + Help with deliverables
      * Chris
        + Introduction and analysis refinement
        + Abstract
        + Conclusion
        + Sources
        + Appendices
    - Problems
  + Sprint review
    - Passable program for exam
    - Security
      * Business value for stakeholder
      * Real world days to brute force
    - Add easter eggs final sprint
    - Just need link to user guide
    - Print outs on server side
      * Remove game list
    - Error label needs reset correctly on user profile
    - Transactions xml
      * To be deleted
    - Document in the next sprint
    - Non-functional
      * Users’ passwords are stored securely that cannot be retrieved without brute force.
      * User guide must exist for users and administrators to explain core functions.
      * Database must be able to drop the schema and create the tables again from scratch.
      * The client program must open to the IP address prompt within 60 seconds.
      * The database must be implemented in PostgreSQL so that the current system administrators can use their current knowledge base to maintain it.
  + Sprint retrospective
    - Start
      * Keep attention on documentation
      * Working during the weekend
    - Stop
    - Continue
      * Meeting in person
      * Watching shit movies
* Sprint 5
  + Sprint planning
    - Goal
      * Lev
        + Complete JavaDocs
        + Process report w/ Martin
        + Pair up to write implementation section
        + Helping with critical deliverables
        + Write admin user guide
      * Kruno
        + Design section in project report
        + Team up with Lev for implementation
        + Helping with critical deliverables

Link to pdf in program

* + - * + Write renter user guide
      * Martin
        + Process report refinement
        + Test section in project report
        + Project future
        + Results and discussion first draft
        + Help with deliverables
      * Chris
        + Introduction and analysis refinement
        + Abstract
        + Conclusion
        + Sources
        + Appendices
    - Sprint backlog
  + Daily SCRUM meeting 1
    - Completed yesterday
      * Martin
        + Personal reflection
        + Work on execution
      * Kruno
        + Personal reflection
        + Design in project report
      * Lev
        + Fixed transactions (again)
        + Completed JavaDoc
        + Security
        + Started on admin guide
      * Chris
        + Personal reflection
        + Analysis expansion
    - Plan for tomorrow
      * Martin
        + Finish execution
        + Project future
        + Results and discussion
        + Test section
        + Easter egg
      * Lev
        + Admin user guide

Button

JavaDoc for button

* + - * + Project report implementation

Work with Kruno

* + - * Kruno
        + Design
        + User guide

Button

* + - * + Implementation
        + Personal reflection
      * Chris
        + Conclusion first draft
        + Abstract first draft
        + Sources
        + Look where error label is reset
    - Problems
      * Rain
      * Too long part time work
  + Daily SCRUM meeting 2
    - Completed yesterday
      * Lev
        + Project report: implementation
        + Conclusion refinement
        + Formatting
      * Kruno
        + Project report: implementation
        + Design section
        + Process report work
      * Martin
        + Execution
        + Supervisor
        + Project future
        + Test
        + Process: Conclusion
      * Chris
        + Abstract
        + Conclusion: Project report
        + Process: Introduction
        + Formatting
        + Sources
        + Error label reset checks
    - Plan for tomorrow
      * Lev
        + Documentation refinement

Implementation

Design

* + - * + Moving source code to appendix
        + Make some questions for Steffen
      * Kruno
        + Documentation refinement
        + Look over the results with Martin
        + Adding to the analysis
      * Martin
        + Results section
        + Revise implementation

Workaround for callback

* + - * + Easter egg
      * Chris
        + Triggers in implementation
        + Review implementation
        + Review design
        + Figure out birthday plans
    - Problems
      * Google docs numbered lists
  + Supervisor meeting 31/5
    - Implementation within the design section
    - Introduction: Delimit arguments and formatting
    - Breaking up the project future into paragraphs
    - Follow a sprint from start to finish
      * Use the burndown
    - Reflect on culture
    - Specify specs of hardware for test
    - Reflect on e-stimate profiles
  + Daily SCRUM meeting 3
    - Completed
      * Lev
        + Process
        + Project
        + Comments
      * Kruno
        + Intro revision
        + Analysis punch up

Use case

* + - * Martin
        + Easter egg
        + Results section
        + Process report conclusion
      * Chris
        + Intro revision
        + Imported diagrams
        + Lined up the class diagram
    - Plan for tomorrow
      * Lev
        + Packaging
        + Reread both reports
      * Kruno
        + Astah finishing touches
        + Extract images
        + Ensure diagrams are in the correct appendix
        + Reread reports
      * Martin
        + Test case expansion
        + Communicate with group 1
        + Reread reports
      * Chris
        + Cultural reflection
        + Proofread exchange
        + Reread reports
    - Problems
      * Documentation burnout
      * Brain rot
  + Daily SCRUM meeting 4
    - Completed
      * Lev
        + Packaging
        + Reread both reports
      * Kruno
        + Astah finishing touches
        + Extract images
        + Ensure diagrams are in the correct appendix
        + Reread reports
      * Martin
        + Test case expansion
        + Communicate with group 1
        + Reread reports
      * Chris
        + Cultural reflection
        + Proofread exchange
        + Reread reports
    - For next sprint
      * There is no next sprint!
    - Problems
      * Lack of attention span
      * Severe burn out
  + Sprint review
    - It was good
    - Product backlog complete
    - Full functionality
    - Addressed errors
  + Sprint retrospective
    - Template not applicable
    - Meaningful adjournment
      * Meeting June 1
    - Did not work well
      * Hours
        + Should have started later (9:30 - 10:00)
        + Others agree with 9:30, but not later
        + Morning vs. evening person
      * Not documenting methods as written
      * Using #important for the wrong things
      * Lack of read receipts
      * Conversation control
        + Rooms are not private

Particularly with an open

* + - * Stubbornness
        + Initial failure to admit wrongs
      * We could have worked more on our weaknesses
        + We did use our strengths for tasks
      * Database Java connection must be explained in class
      * Starting on half day
        + Confuses what was completed
        + Does allow work on weekends, but so does cheating
      * We should have prepared questions for supervisor meetings
        + We did this toward the end
      * Supervisor meetings could have been documented better
        + Helped with process report
      * Supervisor challenges
        + Vague answers

“What do you think?”

Defining requirements

Adapter for table

* + - * + Indirect critique

Must use understanding of facial expression and body language to interpret response

* + - * Study room condition
        + Lack of ventilation
        + Couches taking space on 5th floor
        + Smell
      * Interruptions in conversation
        + Yielding more often
        + Active listening
        + Eye contact to speaker
      * Phones during project work
        + Buzz on the table is distracting
        + Shows disrespect for other people’s time
      * Dogpiling
        + Less care for opinions from victim
        + Turn speaking
        + Use in SCRUM

Problems in daily

Sprint retrospective

* + - What worked well
      * Meeting in person
        + Better coworking environment
        + Shared music
      * Improved punctuality
      * Adaptable breaks
        + Adapting to individual work flows
        + Smaller and more numerous
        + As needed
      * Git
        + Better version control
        + Could have improved by using branches

Main vs. development

Will be expanded upon in DevOps in 4th semester

* + - * Tea
        + Shared resource
        + Light caffeine
      * JavaDoc
        + Should be written as soon as the method is written
      * Booking the maximum rooms allowed
        + Using all 8 slots
        + Compiling it in discord
      * Discord
        + Channel segregation
      * Completing the work a day ahead of turn in
        + Reduced stress
      * SCRUM framework
        + Adapting to stand up meetings

Full attention

* + - * Templates
        + Ceremonies, backlog, burndown
      * Good rapport with supervisor
        + Needed to have specific question
        + Great availability

Actually invested in our response

Responsive to emails

* + - * + Very helpful for fine tuning

Detail oriented

* + - * + Meaningful comments on description and requirements
        + Also our teacher for 3 classes

Better understanding of dynamics and class lessons

Considers feedback on course content to a higher degree

* + - * Reflection
        + Retrospective
        + Voicing grievances