Sprint 1 Deliverable

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Team Scrumbags

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User Stories

For Sprint 1, the following were listed to be completed:

1.) Determine initial user stories for the project, including prioritization
2.) Write a walking skeleton and prototype UI of the application using gradle, which should include unit tests
3.) Write about the various decisions that the group came to, and how they did so

The following stories were created for this sprint to complete the previously listed task (highest priority first)

- **Learn to play hefnalfa (and pronounce the word) (1 Epic or 24 story points or 1 day)**
  - As a developer I want to learn to play Hnefatafl so that I can properly program the game
- **Scrum for the first sprint (2 story points)**
  - As a development team we want to meet so that we can plan the sprint
- **Make a github repo (2 story points)**
  - As a developer I want to create a github repository so that the development team can share code with each other
- **Push code to github (with code reviews) (2 story points)**
  - Upload code for Hnefatafl board and skeleton
  - As a developer I want to push starter code to github so that the group can provide a walking skeleton of the game
- **Make a preliminary board (2 story points)**
  - Make a preliminary board similar to the tic tac toe board
  - As a developer I want to make a preliminary board so that the development team can provide the customer a walking skeleton
- **Add gradle capabilities (2 story points)**
  - As a developer I want to add Gradle capabilities so that the game can be easily built and ran
- **Unit tests (4 story points)**
  - As a developer I want to write unit tests so that I can validate that the board draws
- **Write up (8 story points)**
  - As a developer I want to create an end-of-sprint write up so that the development team can inform the customer of completed work

The stories were all completed before the specified deadline. As a visual aid, Trello was used to visuals tickets and tasks. The following images show trello in action as a visual aid.

(start)
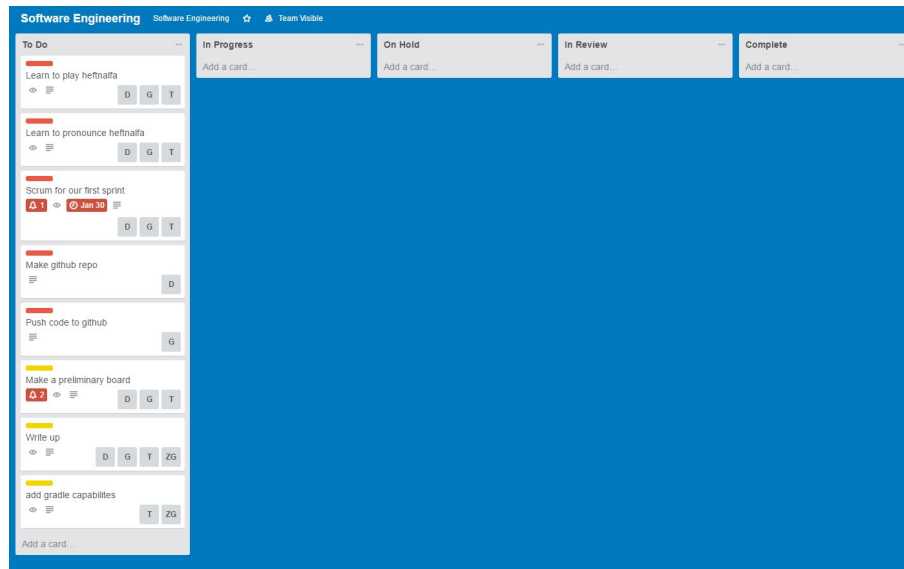
(completed)
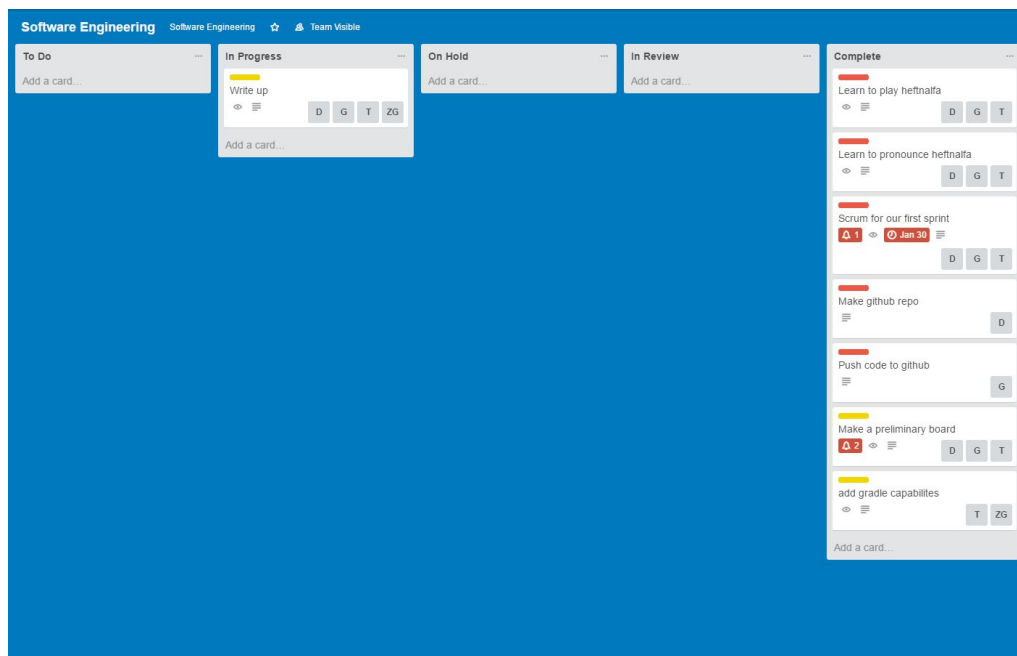
Decisions

Decisions that were made such that the sprint could be completed are as followed.

- A day was used to read the rules of Hnefatafl using the given site from the customer (or professor in this case) http://aagenielsen.dk/copenhagen_rules.php
- On the previously stated day of reading the rules, the game was also played using an example http://www.lutanho.net/play/hnefatafl.html
- Scrum was prioritized as high as it was due to the reasoning that the team would need to meet and get acquainted with one another and the project itself
- Swing was used to create the board. After a class exercise using swing to make tic tac toe, it became clear that swing was easy to work with such that the project could be completed in time
- Gradle was prioritized lower than making the board and scrum due to the wait the team would have to experience towards the lecture and exercise on gradle
- Trello and Slack was used as a way to communicate amongst team members, while trello gave a visual aid to what needed to be completed
- Tim asked the customer if he would like to be a part of the trello page, unfortunately, the customer declined with the reasoning that trello was for the team's use only.


What was effective this sprint

- Scrum allowed the team to organize and approach the sprint systematically. This will be continued onto the next sprint
- Slack and Trello added a visual aid as well as a professional means of communication among the team members. These applications will be used onto the next sprint
- Exercises among team members were a great learning experience as well as great team building exercises (which can boost our productivity). These will be continued onto the next sprint

What was ineffective this sprint

- Timing of the meeting was not optimal for team members. A better time and date for the meeting will be made for the next sprint

Application GUI

(as of the conclusion of sprint 1)
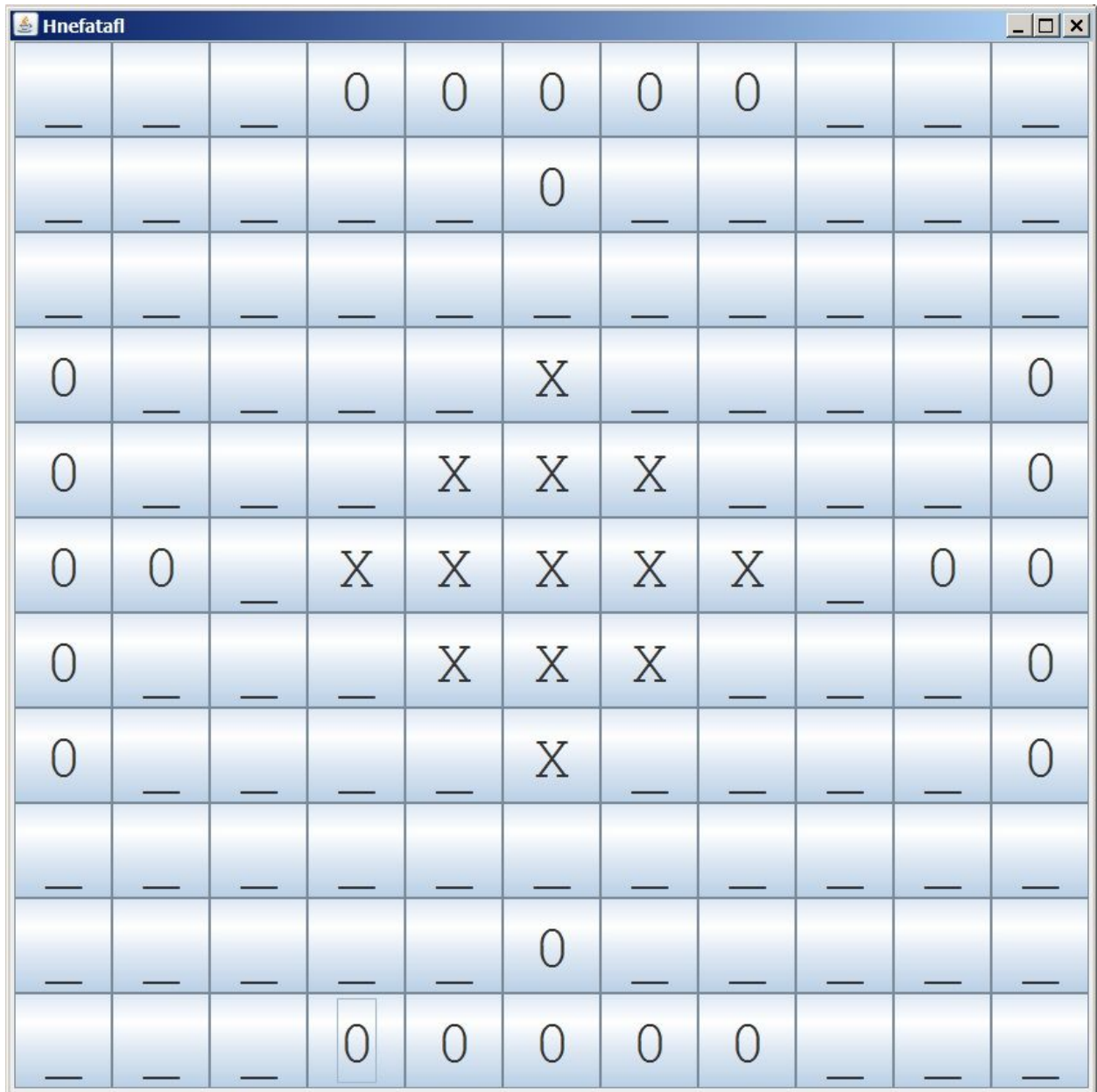
Disclaimer: buttons function similarly to tic tac toe at the moment