

Scrum Log Team Beta

Team Members: Alan Vuong, Caleb Yun, Ethan Bockler, Ethan Lew, Tim Diersing

4/5/21

Assigned the roles of scrum master and product manager for the group and created a github for our project. Also discussed expectations, such as that we will be using qt and c++, and started working on user stories through the issues tab on the github for our project.

4/7/21

Created team rules and coding standards and discussed expectations for sprint 1 review. Assigned who would do each uml diagram. Also continued working on user stories on github.

4/12/21

Did Sprint 1 Review and had some issues with UML diagrams. State diagrams needed verbs after each state and use cases needed to be more specific. While waiting for the teacher, we played planning poker for all the stories.

4/14/21

Broke up the groups for assignment 11 and scheduled times that we would be working on the assignment for each group. Group 1 is Tim, Alan, and Ethan L. Group 2 is Ethan B and Caleb. Also discussed how sprint 1 went and what we could've done better.

4/17/21

Discussed current progress and assigned more user stories. Also discussed expectations for sprint 2 and what needs to get done.

4/19/21

Created groups for assignment 12 and scheduled times that we would work on the projects together. Group 1 is Tim, Alan, and Ethan B. Group 2 is Ethan L. and Caleb.

4/26/21

Did Sprint 2 Review in the lab and it went pretty well. Demonstrated the stories we have completed so far, which mostly involved accessing our database and displaying the teams by certain types of information.

4/28/21

Created randomized groups for assignment 13 and scheduled times that we would work on the project together. Group 1 is Alan, Caleb, and Ethan B., group 2 is Ethan L. and Tim.

5/3/21

Discussed current progress and checked the progress of the in progress stories. Also a bug was discovered while trying to login a second time as administrator and the correct password not being recognized.

5/5/21

Discussed current progress and checked the progress of current stories being worked on.

5/10/21

Discussed setting up a test run in the future and went over what everyone was working on

5/16/21

Met with Lebowitz to do a test run of the project and discovered the following issues: Stadiums with greatest/least distance to center field were incorrect, in order trip needs to be implemented, total capacity is not displayed, changing souvenir price caused the program to crash. Also need to increase the readability of the ui.