SCRUM MEETING WEEK 11

**:white_check_mark: Sprint planning checklist**

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| **Preparation** | **Meeting** | **Follow up** |
| ​​Fixed database connections. Implemented basic version of live messaging system as well as basic server creation. | ​​In our meeting we discussed our future coding plans. Need to be able select channels and select servers for specific users. | For this week's follow up:  -Continue working on our assigned issues and review each other’s work  -Implement tests for our existing code  -Integrate frontend and backend for existing code |

** Sprint team members**

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| --- | --- |
| **Name** | **Role** |
| ​​Enesh Jakhar | ​​Assigned to backend & frontend development |
| Roarke De Crewe | Assigned to backend development |
| Jordan Pohr | Assigned to frontend development & backend development |
| Artem Khachaturov | ​​Assigned to backend & frontend development |
| Bassim Beshry | Assigned to frontend development |
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** Sprint planning meeting items**

**Previous sprint summary**

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| --- | --- |
| **Sprint theme** | Development |
| **Issues completed** | ​12 |
| **Issues left** | 0 |
| **Team Capacity** | 40 hours |
| **Summary** | ​​Issues:  -Setup websockets to handle messaging between clients  -live messaging system  -Messaging javascript  -Messaging CSS  -Messaging HTML  -Server Settings Backend Javascript  -Server Settings HTML  -Server Settings CSS  -Fetch Server Data from Database and utilize it on ServerPage  -User server creation  -Friend System HTML  -Friend System CSS |

**Details Current sprint**

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| --- | --- |
| **Start date** | ​​26/02/2024 |
| **End date** | 17/03/2024 |
| **Sprint theme** | ​​Continue Development |
| **Team capacity** | On a scale of 1 to 5, it is 4. |
| **Issues capacity** | 10 |
| **Individual capacity** | On a scale of 1 to 5:  Enesh Jakhar - 2  Artem Khachaturov - 2  Bassim Beshry - 2  Jordan Pohr - 3  Roarke De Crewe – 2.5 |
| **Potential risks** | * Issues with user data and permissions |
| **Mitigations** | * Review all of each other’s code to make sure all of our code follows the same variable naming convention. * Implement more testing for our code |

** Sprint planning resources**

* COSC 310 lecture slides