Team 2, Sprint 1 Submission:

The instructor has access to all our team resources including the following:

MS Teams for chat, video, file, and link sharing. We have 4 channels whose names are self-explanatory.:

<https://teams.microsoft.com/l/team/19%3amI81jv1uTuhX4KYXONYhFvItWq_hyR6FDGcmXOsEP641%40thread.tacv2/conversations?groupId=4a7d32a3-2fd4-42c5-afa9-aff4c2d8f783&tenantId=45f26ee5-f134-439e-bc93-e6c7e33d61c2>

Deployed App <https://gamers-meet-293c1.web.app/>

Azure Devops for Project and Sprint Management. Team 2 stores its Kanban (US level) and Sprint (Task level) boards as well as the project backlog in DevOps Boards. It is configured as an “Agile” project which allows elements from both Scrum and Kanban frameworks. The project also includes a dashboard and repository, which will be included below as separate links:  
  
Board –

<https://dev.azure.com/SWE6813/GamersMeet/_boards/board/t/GamersMeet%20Team/Stories>

Project Backlog –

<https://dev.azure.com/SWE6813/GamersMeet/_backlogs/backlog/GamersMeet%20Team/Stories/?showParents=true>

Sprint –

<https://dev.azure.com/SWE6813/GamersMeet/_sprints/taskboard/GamersMeet%20Team/GamersMeet/Sprint%201>

Repository –

<https://dev.azure.com/SWE6813/_git/GamersMeet>

Submission Share: <https://drive.google.com/drive/folders/103G7MllaEu1uU2OXiil6kdtdQCMSz4VJ?usp=sharing>