

Cairo University

Faculty of Computers and Information



CS352 – Software Engineering II

Daily scrum meeting template

2017

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CS352: Phase 2 – BGMS-16

Project: IntelliFun

Daily Scrum Meeting

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Daily Scrum Meeting

Contents

March 26, 2017	4
April 10, 2017	4
April 14, 2017.....	5
April 15, 2017.....	5
April 19, 2017.....	6
April 20, 2017.....	6
April 26, 2017.....	7
April 27, 2017	7
April 28, 2017.....	8



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March 26, 2017

Done requirements:

- Initial class diagram

What will be done:

- Study for midterms

Current obstacles:

- Understand springboot and thymeleaf

April 10, 2017

What will be done:

- Watch springboot tutorial playlist

Current obstacles:

- Begin implementation



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April 14, 2017

Done requirements:

- Sign up service
- Log in service

What will be done:

- Create game service
- Play game service

Current obstacles:

- Redirecting html pages

April 15, 2017

Done requirements:

- Initial create game service

What will be done:

- Play game service

Current obstacles:



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- Can't figure out how to take different number of questions from user

April 19, 2017

Done requirements:

- Changed game structure

Current obstacles:

- Can't figure out iteration in thymeleaf

April 20, 2017

Done requirements:

- View courses service
- View games in specific course service
- Linking html pages

What will be done:

- Improve create game service
- Begin implementing play game service
- Improve login page

Current obstacles:



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- Keeping track of logged in user

April 26, 2017

Done requirements:

- Kept track of logged in user

What will be done:

- Fix create game service
- Play game service

Current obstacles:

- Syncing services

April 27, 2017

Done requirements:

- Student and teacher inheritance from user class
- One login html page

What will be done:

- Class diagram
- Fill in phase document



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Current obstacles:

- Request parameter from view to controller

April 28, 2017

Done requirements:

- Class diagram
- Phase document
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