

DP1 2020-2021

Sprint Document

Tuvi's Casino Project

<https://github.com/gii-is-DP1/dp1-2020-g1-07>

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GROUP G1-07

Grade range.

We are still fulfilling the requirements to get a 10 on the project, as seen in the project metrics table.

Project general description.

We chose 9 user stories and several entities to implement in this sprint. We tried to divide it in three equal parts, so one pair may have less entities but they were more complicated to implement or another one may have more user stories but they were easier and relayed in lesser entities.

We also wanted to implement different functionalities in the views with ajax to give the user the possibility to handle the data in a better way. We have applied the Mock library to the tests too.

In addition, we have changed the conceptual modelling and user stories as the project has evolved in a different way.

Retrospective Analysis.

Surprisingly, the coding aspect of the sprint went smoothly. There were very few problems managing the several branches we used to divide the repository and we all knew from the beginning the basic structure of Spring, so implementing entities and user stories was not difficult per se. We did find some problems, like in US-04 where we needed how to get the employee who logged in the page or in some user stories like US-20 where the selectors to certain values needed to filter out some possible values. Overall, everyone had at some point one difficult task that needed further investigation, but we managed to finish them in time.