DP1 2020-2021
Sprint Document

Tuvi's Casino Project

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

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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 8 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 the more important and heavy entities first ("Employee", "CasinoTable", etc.) as we predicted we would have more time to make this sprint than the following ones, so we all worked in parallel and respecting what we planned in the first sprint, except some minor changes in the Conceptual Modelling.

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 nor difficult per se. We did find some problems, like in US-02 where we needed how to get the employee who logged in the page or in some user stories like US-07 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.