

# ASD Presentation

Project “Quizcraft”

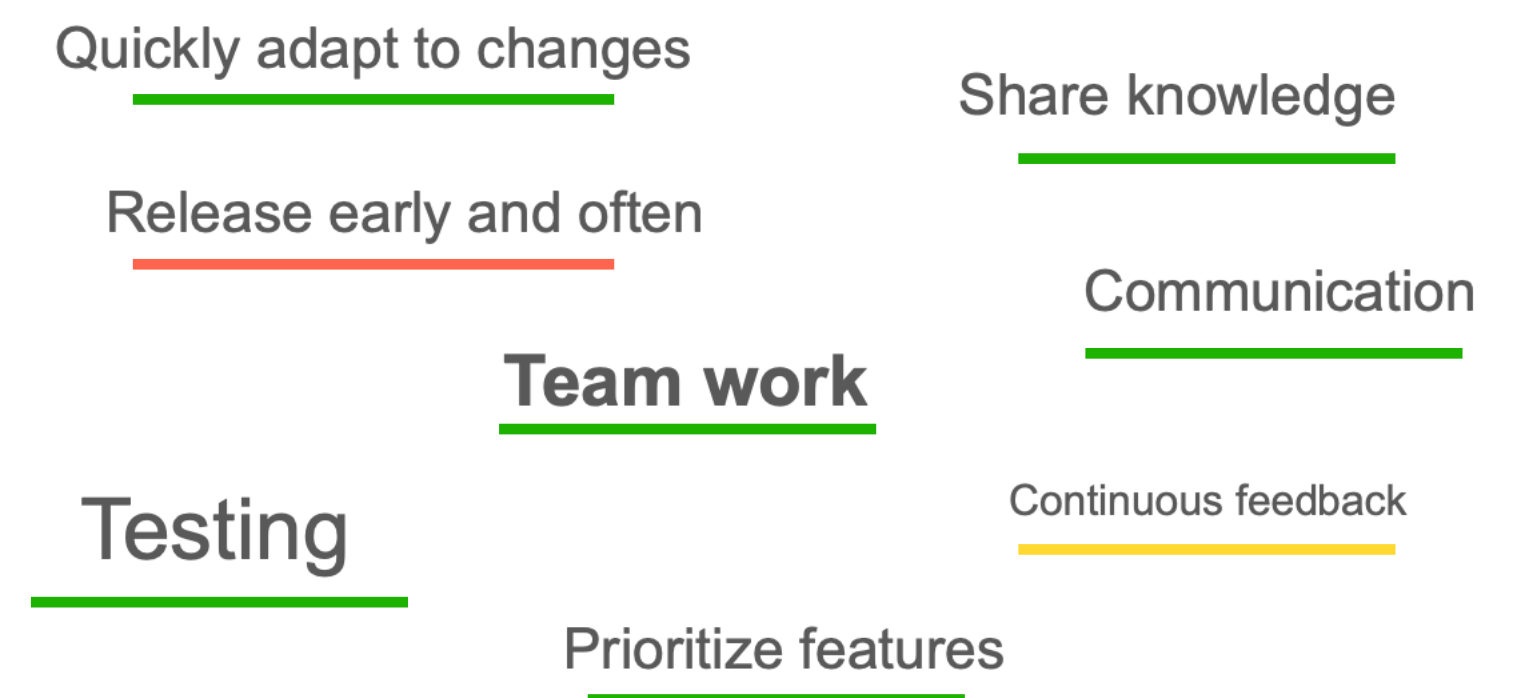
Team 177 - 26.06.2024

# Agile Methods and Tools

Why and how did we use them?

# Agile Methods

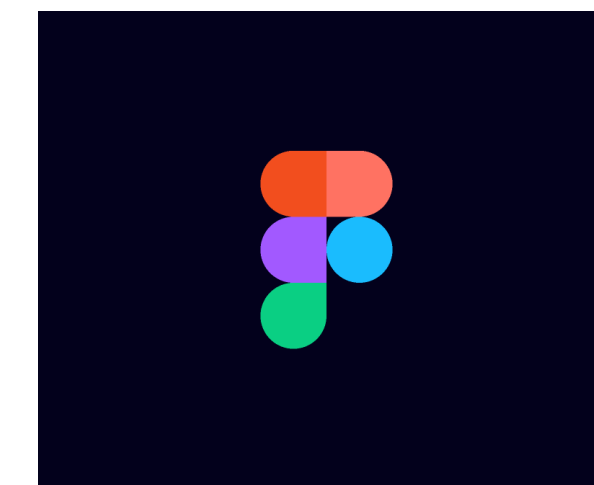
- All of the tasks and milestones were split into sprints
- Each sprint had a certain common goal to be reached
- Creating tickets and dividing them as-equal-as-possible
- Bigger tickets were split into smaller
- Multiple meetings per week
- Pair programming sessions for specific features



*XP practices (source: VO slides)*

# Tools

- Sprint and Tickets = ClickUp
- Brainstorming = Miro
- Prototyping = Figma
- Testing APIs = Postman/Insomnia
- Deployment = Gitlab CI/Docker



# Project “Quizcraft”

# What is the idea behind this?

- Make a single-window quiz/trivia browser game
- Support multiplayer and user registration
- Allow user to customise his/her experience for a game
- Save stats for each user onto the database
- Have a unique and competitive experience for each new game/mode

{Demonstration Time}

# What went?

## Good

- Very strong guidance by the technical lead
- All tasks done in chronological order (no waiting for one another)
- In case of some global changes, all team members were notified
- Idea fully implemented from start to finish

## Bad

- Not enough testing (only 1-2 devs tested the whole project)



Thank you for your attention :)