# COMP2913 Software Engineering Project Group 17: Sprint 3

#### 1 Achievements

The following features were completed over the course of sprint 3:

- timetables for facilities/sessions
- filter for viewing sessions
- statistics and graphs viewable by managers
- cash payments + receipts
- stripe API integration for card payments
- UI cleanup
- front-end validation for database insertions
- mobile app can display QR codes

### 2 Complete features of implementation

Most features listed in the product backlog are complete (17/24 items). With reference to the product backlog, the partially completed (P) and unfinished (UF) features are listed below:

No	Name	Status
3	Pay for monthly or annual membership	UF
4	Book and pay for an activity at a specified date and time	P
9	Option to book regular sessions (weekly) at a discounted rate	UF
10	Handle card payment for booking (simulated)	Р
15	Barcode or QR code on receipt, for validation	Р
17	store users payment card details for quicker checkout	P
18	good security for user accounts and data	P

## 3 Team Participation

Most team members are actively participating where possible, given the current global climate. Unfortunately we have not been able to get Sizwe to participate in the project past the initial brainstorming phase, despite our best efforts to make him feel welcome.

We would appreciate if the module leaders could take this into account, as we had all agreed to create an accompanying mobile application to the web app, which required all 6 of us being involved over the duration of the project.

#### 4 Plan for finalisation

The final 7 features of the web application are set to be complete by 12 April, leaving 2 weeks over the Easter break to polish the web app and complete the final report and mobile application.

The team will stick to its current configuration of 2 members on the web front-end, 2 on back-end, and 1 on mobile app development.

## 5 Meetings

Meetings are still taking place on a weekly basis over Discord, and minutes and attendance are up-to-date on the GitLab wiki. Informal meetings for bug-fixing and clarifying doubts are also occurring regularly in addition to the scheduled ones listed on the wiki.