**Sprint Two: Documentation**

**Sprint Roles**

**SCRUM Master:** Alexander Bierton

**Designer:** O’shea Douglas

**Tester**: Oli Storey

**Programmers:** Henry Wallis, James Whiteley

**Product Backlog**

**Sprint Backlog**

|  |  |  |  |  |  |  |  |
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| **Task** | **Day 1** | **Day 2** | **Day 3** | **Day 4** | **Day 5** | **Day 6** | **Day 7** |
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**Sprint Burndown Charts**

**Student 1:** Henry Wallis

**Student 2:** James Whiteley

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| **Date**  **DD/MM/YY** | **Duration**  **(Hours)** | **Programming Driver/Observer** | **Errors spotted (By whom)** | **Activity (what’s being coded), or tested, or compiled** | **Comments** |
| 13/12/16 | 2 | Driver: Henry  Observer: James | Tried to transfer a string variable into an integer variable – *Henry* | We did a range of different tests, but these were mainly logging Strings and other variables to the debug window. | *In this session, we analysed the code for the selected enhancement in order to determine how the feature will be implement. In doing this, we avoided any errors to the main system as a result of our functional component of which we implement.* |
| 14/12/16 | 4 | Driver: James  Observer: Henry | Invalid function name called – *James*  The function didn’t delete all completed / checked tasks - *Henry* | We build the function to remove all checked and completed tasks. The function is contained within the task class, it follows the same structure as the previous programmers have written. | *Successfully added the function. The next time we meet we will add an icon/button for calling this method.* |
| 15/12/16 | 2 | Driver: Henry  Observer: James | The icon did not scale properly to the measurements of the application, unlike other images – *James*  When trying to add the icon to the menu bar, it was displaying below, as a box, rather than an icon- *Henry* | We spent too long creating out own custom buttons, however, these did not align to the general schema for the app, therefore we sourced an icon to the menu bar from the Android resource folder.  After adding the icon, we then linked the onclick event to the method we created previously. | *After implementing the icon and linking it to the method we created – this Sprint was deemed, completed.* |