

Sprint 3 Backlog

We aim to fully complete our project by implementing the timer, the pi rule, and finishing the calls between the client and server. Therefore, the backlog for Sprint 3 looks like this:

1. Implement same arrangement of starting seeds on each side
2. User gets to choose if to do pie rule
3. If user chooses to do pie rule, implementation of board with switching positions
4. If user chooses not to do pie rule, implementation of not allowing pie rule any longer
5. Implementation of pie rule on client and server calls
6. Implementation of timer on server in order to call time
7. Implementation of timer on client side in order to report time to server.
8. Implementation of time on the game board, displaying losing turn if player does not make a move
9. Client must return a move within the designated time to server
10. Setting up basic calls for ready client side for player vs player
11. Setting up basic calls for ready client side for computer vs player
12. Setting up basic calls for ready client side for computer vs computer
13. Setting up basic return calls for begin server side for player vs player
14. Setting up basic return calls for begin server side for computer vs player
15. Setting up basic return calls for begin server side for computer vs computer
16. Verify that each move has been sent and received
17. Server report time, illegal, welcome, loser, winner or tie
18. Implementation of returning illegal, loser, winner, and time from client

Task Assignment

1. Implement same arrangement of starting seeds on each side
 - a. Karl Lawson
 - b. Completed
2. User gets to choose if to do pie rule
 - a. Karl Lawson
 - b. Completed
3. If user chooses to do pie rule, implementation of board with switching positions
 - a. Karl Lawson
 - b. Completed
4. If user chooses not to do pie rule, implementation of not allowing pie rule any longer
 - a. Karl Lawson
 - b. Completed
5. Implementation of pie rule on client and server calls
 - a. Yerania Hernandez
 - b. Completed
6. Implementation of timer on server in order to call time
 - a. Yerania Hernandez
 - b. Completed
7. Implementation of timer on client side in order to report time to server
 - a. Yerania Hernandez
 - b. Completed
8. Implementation of time on the game board, displaying losing turn if player does not make a move
 - a. Yerania Hernandez
 - b. Completed
9. Client must return a move within the designated time to server
 - a. Yerania Hernandez
 - b. Completed
10. Setting up basic calls for ready client side for player vs player
 - a. Yerania Hernandez
 - b. Completed
11. Setting up basic calls for ready client side for computer vs player
 - a. Sneha Santani
 - b. Completed
12. Setting up basic calls for ready client side for computer vs computer
 - a. Sneha Santani
 - b. Completed
13. Setting up basic return calls for begin server side for player vs player
 - a. Yerania Hernandez
 - b. Completed
14. Setting up basic return calls for begin server side for computer vs player
 - a. Sneha Santani
 - b. Completed
15. Setting up basic return calls for begin server side for computer vs computer

TEAM MEMBERS: Karl Lawson, Sneha Santani, Yerania Hernandez
TEAM NUMBER: 21

- a. Sneha Santani
 - b. Completed
- 16. Verify that each move has been sent and received
 - a. Sneha Santani
 - b. Completed
- 17. Server report time, illegal, welcome, loser, winner or tie
 - a. Sneha Santani
 - b. Completed
- 18. Implementation of returning illegal, loser, winner, and time from client
 - a. Sneha Santani
 - b. Completed

TEAM MEMBERS: Karl Lawson, Sneha Santani, Yerania Hernandez
TEAM NUMBER: 21

SCRUM Meetings

Our meetings will be held at the following times along with our backlog updates:

1. Sprint 3 Backlog: 3/30/2017
2. Scrum Meeting 1: 3/31/2017
3. Sprint 3 Backlog Update: 4/2/2017
4. Scrum Meeting 2: 4/3/2017
5. Sprint 3 Backlog Update: 4/4/2017
6. Scrum Meeting 3: 4/5/2017
7. Sprint 3 Backlog Update: 4/6/2017
8. Scrum Meeting 4: 4/7/2017
9. Sprint 3 Completion: 4/9/2017
10. Sprint 3 Retrospective: 4/9/2017