

Tyler Kelley
Sprint 01 Team Review
CS 3321

Self-Evaluation

Tyler Kelley

My tasks during this sprint were to figure out how to implement the wireframe and ifml design main screen. The main design for the desktop client did get put up and ready to implement all the shapes we are currently working on. Inserting some of the basic shapes that we have made can now be inserted just to show that shapes can be inserted and deleted. There is also a main tab at the top the implement the save and open features that we have to implement later, but it is ready for implementation whenever we are ready. Testing classes for javafx is also ready once certain javafx methods are created.

Grade A+

Percentage of work 27%

I completed all of my tasks available to me

I was incredibly involved

Team member evaluation

Traae Bloxham

Grade A+

Percentage of work 27%

This person was incredibly involved

Team member evaluation

David Lindeman

Grade A+

Percentage of work 26%

This person was incredibly involved

Team member evaluation

Hyun Se Seo

Grade C-

Percentage of work 10%

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This person completed most of the work but other group members completed more and were more involved

Team member evaluation

Steven Yerka

Grade C-

Percentage of work 10%

This person completed most of the work but other group members completed more and were more involved

Team Use of Scrum and Essence

Daily scrum is once again being used properly throughout the weeks of the project. Each scrum master and product owner is being rotated properly throughout each sprint. Some essence that we have tried to incorporate is checkpoint go, where our team has tried to figure out where we are as a whole and what needs to be the next priority for the rest of the sprint.