

Steamed Potatoes Scrum Log

Product Owner: Wesley Chok

Scrum Leader: Daniel Olaes

Other Member: Ivan Ma

Other Member: Yicheng Sun

Wednesday: 1/29/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: This was the first team meeting for class project 1. During this time, we discussed on the group rules and coding standards. In addition, we got a start on the agile stories for Sprint 1.

Monday: 2/3/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: We continued our work on the agile stories for Sprint 1 and completed them. We began to do planning poker to assign the stories with story point values.

Wednesday: 2/5/20

Attendance: All attended

Location: Class Lab

Meeting time: 3:30 PM

Highlights: Demonstrated planning poker for Professor Lebowitz. Created the databases for the colleges and their corresponding souvenirs.

Monday: 2/10/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: Began creating the main UI for the login screen. Moreover, we drew out a rough idea of the UI what we agreed the student tour UI should look like.

Wednesday: 2/12/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: Main login screen UI and functionality is complete according to the definition of done on the agile stories. Moreover, we continued work on the student tour page UI and functionality, such as extracting and displaying information from the database onto the UI table views.

Tuesday: 2/18/20

Attendance: Daniel Olaes & Ivan Ma

Location: IVC Library

Meeting time: 1:00 PM

Highlights: This meeting was a short impromptu meeting in between classes to just compare individual group work and brainstorm possible methods for the student tour page functionality and campus recursive search function.

Wednesday: 2/19/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: Student tour page UI was completed, allowing a student to select the colleges they wish to visit without error. Student tour page was then linked with the main login screen.

Moreover, we continued work on the recursive sorting function and souvenir shop.

Monday: 2/24/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: SPRINT ONE END – Upon sprint one presentation, we were received clarification on project requirements that we were confused about. At this point, main login page, recursion function, and custom college tour requirements are completed. (Stories Baseline, 5abcd, and recursion are done)

Wednesday: 2/26/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: With a new understanding of the parts we completed and the parts we were missing, we reassessed of project plan. We drew out a more detailed UI for the student page and admin pages, planning for more specified case of the tour program.

Monday: 3/2/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: During this time the database display for the campuses souvenirs and distances was edited and completed. Moreover, a student page starting screen UI was completed, allowing the student to easily choose between planning a specific tour or seeing the database.

Saturday: 3/7/20

Attendance: All attended

Location: Discord (Online meeting)

Meeting time: 4:00 PM

Highlights: During the time between the meetings, we individually completed the UCI, Saddleback, ASU tour options, and souvenir shop. During the meeting, we worked to merge the tour selection and souvenir shop to complete the student side of the program. However, at this

time an error was found with the admin side of the program. Although many parts of the admin page are complete, we don't feel complete comfortable presenting it in the upcoming sprint.

Monday: 3/9/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: SPRINT 2 END – Upon presenting for sprint 2, Professor Lebowitz explained that our program layout was confusing as it did not specifically tell the user where they were going when they clicked enter or done. As a result, we believe adding message windows between screen changes could help make our program be more understandable. (Stories 1, 2, 3, 4abc, Souvenir and done)

Wednesday: 3/11/20

Attendance: All attended

Location: Class Lab

Meeting time: 4:00 PM

Highlights: With the student side of the program completed, focus shifted to fixing the error with the admin page and clean up the program.

Thursday: 3/12/20

Attendance: Daniel, Ivan, Wesley

Location: IVC Library

Meeting time: 4:00 PM

Highlights: Continued working on the admin page to fix the bug. Moreover, we began converting our initial commenting into commenting that would syntactically correct for Doxygen.

Saturday: 3/21/20

Attendance: All attended

Location: Discord (Online meeting)

Meeting time: 4:00 PM

Highlights: We resorted to online meetings to avoid getting sick. With the admin bug fixed, we focused on cleaning the program to be more understandable and better able to handle errors that may occur during its use.

Sunday: 3/22/20

Attendance: Daniel, Ivan, Wesley

Location: Discord (Online meeting)

Meeting time: 4:00 PM

Highlights: Last meeting – Today, we focused the last test run through. We ran multiple desk checks and testing the programs contingency handling. In addition, we checked and gathered our different artifacts and prepared them for the final turn in. (Stories 7a, 7b-7d, 8 are done)