**WordWizard Sprint 2 Review and Retrospective**

**Submitted by**

Team West

**Submitted on**

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**Team Members**

Jeremy Gallagher

Hailey Gibson

Jon-Erik Prichard

**Sprint 2 Review: June 23, 2020**

## HaileyToday at 6:45 PM

Hello

## Jeremy GallagherToday at 6:45 PM

Hello

## HaileyToday at 6:46 PM

I am updating Java, hopefully that will stop it from changing the version all the time in the xml file

## JonErikToday at 6:46 PM

Hi

## HaileyToday at 6:46 PM

I have the basic code for the game counter

## JonErikToday at 6:47 PM

You in the middle of Timbuktu Jeremy?

## HaileyToday at 6:47 PM

It will need to be tested once we have something to connect it to

## JonErikToday at 6:48 PM

I sent the documents for this week's assignment just a few minutes ago. Includes the server and database access for the team

## HaileyToday at 6:49 PM

alright

## Jeremy GallagherToday at 6:49 PM

sorry, not yet

## JonErikToday at 6:49 PM

Doesn't include the Sprint Review document as we are going to do that now

## Jeremy GallagherToday at 6:49 PM

leave saturday

[6:50 PM]

house is pretty much empty now

## JonErikToday at 6:50 PM

Oh, guess I misread the note

[6:50 PM]

Empty house, nothing but internet eh?

## Jeremy GallagherToday at 6:51 PM

yep, and a air mattress

[6:51 PM]

lol

## JonErikToday at 6:51 PM

Luxury living!

[6:51 PM]

You guys want to do Sprint Review?

## HaileyToday at 6:52 PM

its that time

[6:52 PM]

looks like we got most everything done. Did we get all the graphics on there or are we still waiting?

## JonErikToday at 6:54 PM

So it seems like we got things accomplished. Still waiting on the graphics. I worked on them all day but not finished yet. Mostly the background screens are fantasy genre so a little more in them than the typical graphics but its a game so needs at least an entry that has that feel

[6:55 PM]

Set up a host for work that will be in the next sprint

## HaileyToday at 6:55 PM

we increased the scope by 3 items and have 3 left, so I'd say we broke even

## JonErikToday at 6:55 PM

Yes, lol

## HaileyToday at 6:55 PM

I will add a work item for the next sprint for the DB

## Jeremy GallagherToday at 6:56 PM

Yeah add db and we will have to adjust the code in some areas

## HaileyToday at 6:56 PM

should I move those 3 items to next sprint then?

## JonErikToday at 6:56 PM

Okay the DB and since we are doing this Internet side add PHP work task

[6:57 PM]

If we're keeping them then yes move them. Remind me what they are

## HaileyToday at 6:57 PM

game animations, background graphics and the timer ui,

## JonErikToday at 6:58 PM

Oh right, my stuff lol

## Jeremy GallagherToday at 6:58 PM

we will also need to add a work item for storing the used words

[6:58 PM]

add checking them in the validation

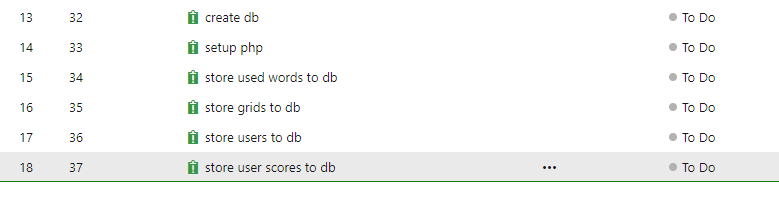
## JonErikToday at 6:58 PM

Also add for next sprint CSS and HTML work tasks

[6:59 PM]

Right, each of these database items will need functions for CRUD

## HaileyToday at 6:59 PM

[](https://cdn.discordapp.com/attachments/710316982305816650/725138014862573659/unknown.png)

## Jeremy GallagherToday at 7:00 PM

move them to sprint 3?

## HaileyToday at 7:00 PM

we have some of it in there already so some of these may be repeats but we have to make sure we are storing

## JonErikToday at 7:01 PM

create db is done but we need a work task to create db tables

## HaileyToday at 7:01 PM

ok, I moved those around

[7:02 PM]

so now sprint 2 shows we did everything

## JonErikToday at 7:02 PM

Yay, we're awesome!

## HaileyToday at 7:03 PM

That gives us 15 items for next sprint and 5 for sprint 4, so we may need to do more adjusting

[7:03 PM]

although lots of the ones for sprint3 go together

## JonErikToday at 7:04 PM

We will probably need to add some in sprint 4 for deployment work tasks

## HaileyToday at 7:04 PM

true

## Jeremy GallagherToday at 7:04 PM

Yeah

## HaileyToday at 7:04 PM

Anything else we need to do for the sprint review? I think we covered everything

## JonErikToday at 7:04 PM

The internet stuff should go pretty quick. Who's doing the database tables?

## HaileyToday at 7:05 PM

I can do those since Jeremy has done quite a bit of the coding and I am pretty good with SQL

[7:05 PM]

Plus he is driving halfway across the country this weekend

## Jeremy GallagherToday at 7:05 PM

I will start working on the storing the used words

## JonErikToday at 7:06 PM

So its MySQL on the host which is pretty similar. Also can use PHPMyAdmin which is a very simple MySQL IDE

## HaileyToday at 7:07 PM

from what I have seen the code side is pretty much the same between sql versions, its mostly the interface that is different. If I run into issues there is Google

## JonErikToday at 7:08 PM

Yeah. The host I set up has a manager called cPanel. When you log in all of the necessary items to build things are there

## HaileyToday at 7:08 PM

I will probably create a crows foot diagram so I can get the basic layout in my head

[7:09 PM]

nice

## JonErikToday at 7:09 PM

That's good. We all need our db design

## HaileyToday at 7:10 PM

it will make a difference for the design. I will try to work on that tonight, but I have 2 assignments due for my other class, so it might be tomorrow or Thursday

## JonErikToday at 7:11 PM

Yeah I have the same issue for my other classes so totally understand that.

## Jeremy GallagherToday at 7:11 PM

for the stored used words we only want to store the largest word used right?

[7:11 PM]

for the actual functionality I can store the words used into an array and just check them as they validate a new word

## HaileyToday at 7:11 PM

we probably want to store all the words temporarily

## JonErikToday at 7:12 PM

Anything that is the highest, so yes longest words, highest scores, etc

## HaileyToday at 7:12 PM

just for the length of the game, can have longest word for player profile

[7:12 PM]

so they can't cheat and put in the same word multiple times

## Jeremy GallagherToday at 7:12 PM

I changed the work item to function from db

## HaileyToday at 7:12 PM

we can use an array for that though

[7:13 PM]

that is fine, I was just throwing something in as a placeholder

## Jeremy GallagherToday at 7:13 PM

I will code that tonight

## JonErikToday at 7:13 PM

Oh for sure, if a word is input (that is an acutal word) then it can't be input again on that same game

## Jeremy GallagherToday at 7:13 PM

try and get a head start

## JonErikToday at 7:13 PM

People would do unquizzingly over and over

## Jeremy GallagherToday at 7:14 PM

lol

## JonErikToday at 7:14 PM

How long will you be on the road Jeremy?

## Jeremy GallagherToday at 7:14 PM

shooting for 4 days max

[7:14 PM]

but two littles ones, a cat, and a dog

[7:14 PM]

so it will be fun

## HaileyToday at 7:14 PM

that will cause some delays

## JonErikToday at 7:15 PM

That's a long trip, you'll be off the grid except Scrums I imagine

## Jeremy GallagherToday at 7:15 PM

Yeah, I will try to do some work when we stop for the night

## JonErikToday at 7:16 PM

A lot of this Scrum is Internet stuff so much that we can handle

## HaileyToday at 7:16 PM

don't do too much, you need to be alert for that drive

## JonErikToday at 7:16 PM

Yeah, stay alert for the road

[7:17 PM]

Anything else for the Sprint Review?

## Jeremy GallagherToday at 7:17 PM

Will do!

## HaileyToday at 7:17 PM

I think that is it for the review.

## Jeremy GallagherToday at 7:17 PM

and think we got everything covered

**Sprint 2 Retrospective: June 23, 2020**

## HaileyToday at 7:17 PM

Time for a short retrospective?

## JonErikToday at 7:17 PM

Now time for a short retrospective

## HaileyToday at 7:18 PM

What went well?

## Jeremy GallagherToday at 7:18 PM

Teamwork

## JonErikToday at 7:18 PM

Did the Agile system seem good to you two?

## Jeremy GallagherToday at 7:18 PM

Helped each other out

## JonErikToday at 7:18 PM

Yes I agree the teamwork is good

## Jeremy GallagherToday at 7:18 PM

I think it still helped the process

## HaileyToday at 7:19 PM

I think there was lots that helped, communication was great

## JonErikToday at 7:19 PM

I like the Agile stuff but it is project management and not strictly development

[7:20 PM]

Yes I agree that communication was great

## HaileyToday at 7:20 PM

I am not wanting to be a project manager so anything that feels like that makes me cringe but this isn't so documentation heavy

[7:20 PM]

What didn’t go so well?

[7:20 PM]

Took me forever to figure out how to make the score appear and had to have Jeremy help with that

## JonErikToday at 7:20 PM

Yes I agree Hailey. Mostly the management stuff is in Azure so we don't have to DO much there and can concentrate on development

[7:21 PM]

Graphics have been slow-ish for me

[7:22 PM]

Here's Wally in progress

[](https://cdn.discordapp.com/attachments/710316982305816650/725143708617408582/unknown.png)

## HaileyToday at 7:22 PM

Nice

## Jeremy GallagherToday at 7:22 PM

nice

## HaileyToday at 7:23 PM

Ready for the next question?

## JonErikToday at 7:23 PM

Shoot

## HaileyToday at 7:23 PM

What have you learned?

## Jeremy GallagherToday at 7:23 PM

A lot about android studios

[7:23 PM]

lol

## JonErikToday at 7:24 PM

I've learned more about Agile and quite a bit about Android Studios

## HaileyToday at 7:24 PM

I learned that it can be difficult finding things with the built in coding in android studio, but I don't want to manually do all that

## JonErikToday at 7:25 PM

Yeah its a double-edge sword

## HaileyToday at 7:25 PM

When you write the code yourself you know where it is

## JonErikToday at 7:25 PM

Want to make adjustments but gotta dig for that

## HaileyToday at 7:26 PM

we need to figure out how to make the double tap easier or add a button to submit a word

## JonErikToday at 7:26 PM

And what it does, and why it doesn't when it doesnt

[7:27 PM]

Adding a button will make the speed game very difficult, but if we can't figure it

## Jeremy GallagherToday at 7:27 PM

Yeah, I can try changing the delay and see if that helps

[7:27 PM]

but I would like to find another way of doing it

## JonErikToday at 7:27 PM

Is there a delay?

## Jeremy GallagherToday at 7:27 PM

yeah, a check for clicks within a time frame

## JonErikToday at 7:28 PM

Lol, now we're back to Scrum talk.

## HaileyToday at 7:28 PM

Last question kinda covers what we were just discussing

[7:28 PM]

What still puzzles me?

## JonErikToday at 7:28 PM

We should wrap the retrospective and save the issues for tomorrow's scrum

[7:28 PM]

Oh, lol

[7:29 PM]

I'm not puzzled by anything particularly that I can think of, other than the Android issues we already discussed

## HaileyToday at 7:29 PM

I am still figuring out where android studios puts things

[7:30 PM]

I guess that makes me puzzled?

[7:30 PM]

## Jeremy GallagherToday at 7:30 PM

No puzzles here yet

## JonErikToday at 7:30 PM

Well it is a puzzle. If you can't find something then I guess you're puzzled

## Jeremy GallagherToday at 7:30 PM

lol

## HaileyToday at 7:31 PM

<https://tenor.com/view/thumb-thumbs-up-thumbsup-gif-7585355>

## JonErikToday at 7:31 PM

Nice shot there. Does that mean we're done?

## HaileyToday at 7:31 PM

I think so

## JonErikToday at 7:32 PM

Oh, one thing that puzzles me...why does Haily have a crown on her name in Discord?

## HaileyToday at 7:32 PM

Probably because I created the server?

## Jeremy GallagherToday at 7:32 PM

Her channel

[7:32 PM]

yeah

## JonErikToday at 7:33 PM

Oh, so she's the monarch of the channel

[7:33 PM]

So see you all tomorrow?

## HaileyToday at 7:34 PM

there is probably a way to promote you guys but I haven't bothered trying much.

[7:34 PM]

See you tomorrow

## JonErikToday at 7:34 PM

See you tomorrow

**NEW**

## Jeremy GallagherToday at 7:34 PM

good night

## HaileyToday at 7:34 PM

<https://tenor.com/view/bye-goodbye-snowwhite-gif-4588849>