HaileyToday at 4:45 PM

Hello

Jeremy GallagherToday at 4:45 PM

Hello

HaileyToday at 4:46 PM

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

JonErikToday at 4:46 PM

Hi

HaileyToday at 4:46 PM

I have the basic code for the game counter

JonErikToday at 4:47 PM

You in the middle of Timbuktu Jeremy?

HaileyToday at 4:47 PM

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

JonErikToday at 4:48 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 4:49 PM

alright

Jeremy GallagherToday at 4:49 PM

sorry, not yet

JonErikToday at 4:49 PM

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

Jeremy GallagherToday at 4:49 PM

leave saturday

house is pretty much empty now

JonErikToday at 4:50 PM

Oh, guess I misread the note

Empty house, nothing but internet eh?

Jeremy GallagherToday at 4:51 PM

yep, and a air mattress

lol

JonErikToday at 4:51 PM

Luxury living!

You guys want to do Sprint Review?

HaileyToday at 4:52 PM

its that time

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

JonErikToday at 4:54 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

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

HaileyToday at 4:55 PM

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

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

JonErikToday at 4:55 PM

Yes, lol

Jeremy GallagherToday at 4:56 PM

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

HaileyToday at 4:56 PM

should I move those 3 items to next sprint then?

JonErikToday at 4:56 PM

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

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

HaileyToday at 4:57 PM

game animations, background graphics and the timer ui,

JonErikToday at 4:58 PM

Oh right, my stuff lol

Jeremy GallagherToday at 4:58 PM

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

add checking them in the validation

JonErikToday at 4:58 PM

Also add for next sprint CSS and HTML work tasks

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

HaileyToday at 4:59 PM

Jeremy GallagherToday at 5:00 PM

move them to sprint 3?

HaileyToday at 5:00 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 5:01 PM

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

HaileyToday at 5:01 PM

ok, I moved those around

so now sprint 2 shows we did everything

JonErikToday at 5:02 PM

Yay, we're awesome!

HaileyToday at 5:03 PM

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

although lots of the ones for sprint3 go together

JonErikToday at 5:04 PM

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

HaileyToday at 5:04 PM

true

Jeremy GallagherToday at 5:04 PM

Yeah

HaileyToday at 5:04 PM

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

JonErikToday at 5:04 PM

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

HaileyToday at 5:05 PM

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

Plus he is driving halfway across the country this weekend

Jeremy GallagherToday at 5:05 PM

I will start working on the storing the used words

JonErikToday at 5:06 PM

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

HaileyToday at 5:07 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 5:08 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 5:08 PM

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

nice

JonErikToday at 5:09 PM

That's good. We all need our db design

HaileyToday at 5:10 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 5:11 PM

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

Jeremy GallagherToday at 5:11 PM

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

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 5:11 PM

we probably want to store all the words temporarily

JonErikToday at 5:12 PM

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

HaileyToday at 5:12 PM

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

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

Jeremy GallagherToday at 5:12 PM

I changed the work item to function from db

HaileyToday at 5:12 PM

we can use an array for that though

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

Jeremy GallagherToday at 5:13 PM

I will code that tonight

JonErikToday at 5:13 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 5:13 PM

try and get a head start

JonErikToday at 5:13 PM

People would do unquizzingly over and over

Jeremy GallagherToday at 5:14 PM

lol

JonErikToday at 5:14 PM

How long will you be on the road Jeremy?

Jeremy GallagherToday at 5:14 PM

shooting for 4 days max

but two littles ones, a cat, and a dog

so it will be fun

HaileyToday at 5:14 PM

that will cause some delays

JonErikToday at 5:15 PM

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

Jeremy GallagherToday at 5:15 PM

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

HaileyToday at 5:16 PM

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

JonErikToday at 5:16 PM

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

Yeah, stay alert for the road

Anything else for the Sprint Review?

Jeremy GallagherToday at 5:17 PM

Will do!

HaileyToday at 5:17 PM

I think that is it for the review.

Jeremy GallagherToday at 5:17 PM

and think we got everything covered

HaileyToday at 5:17 PM

Time for a short retrospective?