Scrum Meeting Transcripts

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# 27 May 2020

JonErikToday at 4:29 PM

Anyone ready for Scrum?

HaileyToday at 4:29 PM

Almost

Jeremy GallagherToday at 4:31 PM

Ready here

JonErikToday at 4:32 PM

Okay, we'll give Hailey a few minutes

HaileyToday at 4:32 PM

Just pulled in the driveway so I am ready

JonErikToday at 4:33 PM

Okay, this week we are required to refine the product backlog with defined user stories

We will need to show screen shots from the product backlog

So, we all need to hone the user stories we have and make more that increase the detail

Jeremy GallagherToday at 4:35 PM

Show evidence that work items were selected from the product backlog for the current sprint. See #1 above. 0-5

Show evidence of work items assigned to each scrum team member. See #1 above. 0-5

Provide the written transcript showing that the scrum team held a sprint planning session to review and prioritize the product backlog. See #2 above. 0-5

Show evidence that daily scrum meetings were held. See #3 above. 0-5

Provide design documents 0-5

Provide code 0-10

Provide test strategies and/or results 0-10

Provide screenshots 0-5

Participated in the team effort as evidenced by peer evaluations. Note: Failure to submit the completed team evaluation document will result in no points being awarded for the Assignment. 0-10

JonErikToday at 4:36 PM

No need to create a secretary role to make transcripts. We can just screen shot the scrums here

Jeremy GallagherToday at 4:36 PM

I can transcribe

JonErikToday at 4:36 PM

Do you want to transcribe?

Jeremy GallagherToday at 4:37 PM

Sure

JonErikToday at 4:37 PM

Or just cut and paste the record

Jeremy GallagherToday at 4:37 PM

I will see which is better

HaileyToday at 4:37 PM

That is what I was thinking

JonErikToday at 4:37 PM

Okay, the Agile way is for you to do whatever is most efficient

HaileyToday at 4:38 PM

The user story refinement seems like an inefficient use of time to me

Jeremy GallagherToday at 4:39 PM

I will copy and paste from here for the transcripts

JonErikToday at 4:40 PM

Yes, probably Hailey. Although, they are fairly basic at this point. I can design or write code based on most of them, but are the ones we have all we really need or do we need more?

HaileyToday at 4:40 PM

Ok, we already have backlog items assigned, does anyone have any suggestions for ordering or does it make sense to you.

JonErikToday at 4:41 PM

That's good Jeremy. Its an exact record then

HaileyToday at 4:41 PM

We could do some from different age perspectives

like I am a parent wanting my child to have fun and practice spelling

or I am older and want to keep my brain sharp

JonErikToday at 4:42 PM

I don't think we should spend the whole week refining user stories. Of course, I'm starting on the wireframes.

HaileyToday at 4:42 PM

I will probably start on the letter generator tomorrow, already have a number generator I can work from so that should help

JonErikToday at 4:43 PM

Those are good Hailey - broadens the potential user base and mitigates risk

HaileyToday at 4:44 PM

Do we want to come up with test strategies later in the week once we have some code?

JonErikToday at 4:45 PM

As soon as we have code we should test. Strategies are somewhat optional in Agile

Jeremy GallagherToday at 4:45 PM

Yeah that's what the reading stated

JonErikToday at 4:46 PM

So the way it works is, there is some code available and we start testing - and tell how we tested, then keep honing the tests

HaileyToday at 4:46 PM

I normally test each section of code as I write it, so there isn't much documentation on my part

alright, makes sense

JonErikToday at 4:47 PM

Do you write comments in your code Hailey?

Jeremy GallagherToday at 4:47 PM

Does anyone already have a lot of work put into a project on android studios?

JonErikToday at 4:47 PM

Not me Jeremy. Never used it before

HaileyToday at 4:47 PM

sometimes, I will for this since someone else will be working with it

I haven't even started a project there since the emulator doesn't like AMD

JonErikToday at 4:48 PM

That's a good practice for collaboration - commenting that is

Jeremy GallagherToday at 4:48 PM

Okay I will just throw a blank one on the git

JonErikToday at 4:48 PM

Good way to start Jeremy

Looks like time is up for today's scrum. Anything to add?

HaileyToday at 4:49 PM

I think that is all

Jeremy GallagherToday at 4:49 PM

I agree

JonErikToday at 4:49 PM

Okay, see you both tomorrow at 5PM PST!

Goodnight

HaileyToday at 4:49 PM

tonight at 7 unless something changes

Jeremy GallagherToday at 4:50 PM

Yeah lol

JonErikToday at 4:50 PM

Oh right, class tonight

# 28 May 2020

JonErikToday at 5:00 PM

Ready for Scrum time?

HaileyToday at 5:00 PM

yes

think so anyway

JonErikToday at 5:01 PM

Good thing about Scrum is it is made to embrace change

Jeremy GallagherToday at 5:01 PM

Hello

JonErikToday at 5:01 PM

Hello Jeremy, were on Scrum time now

Anyone have any comments or questions to start?

HaileyToday at 5:02 PM

not so far, may have more tomorrow once I get into the algorithm

Jeremy GallagherToday at 5:02 PM

Yeah none here

JonErikToday at 5:02 PM

Same with me. I'm doing the wireframes tomorrow as well

Jeremy GallagherToday at 5:02 PM

been messing around with android studios

JonErikToday at 5:03 PM

How does it seem to you?

Jeremy GallagherToday at 5:03 PM

layout didn't take much to get a grasp of

was a little confusing at first

JonErikToday at 5:03 PM

I checked out the files you posted on GiT - looks pretty okay to use

The definitely have their own syntax and such

HaileyToday at 5:05 PM

Kotlin doesn't seem too different from C# or Java, maybe a bit shorter

haven't seem much yet

JonErikToday at 5:05 PM

It is supposed to be cleaner and not as heavy

HaileyToday at 5:05 PM

makes sense for phone apps

JonErikToday at 5:06 PM

Sure does.

HaileyToday at 5:06 PM

or tablet I suppose but I am not thinking about that yet

JonErikToday at 5:06 PM

The mobile stuff should work mostly the same whether tablet or phone

HaileyToday at 5:07 PM

yea, bit different for size but pretty similar

Do we want to think about an option to choose how many letters in a grid, like 9-12-16-20?

or will that overcomplicate our project

JonErikToday at 5:08 PM

I was thinking that we might want to do levels where the grid sizes get smaller as you progress (harder to get words out of them that way)

Jeremy GallagherToday at 5:09 PM

I like the idea, see how the first grid goes and add it?

JonErikToday at 5:09 PM

So basically three levels. Start with a 16, then 12, then 8 grid

Jeremy GallagherToday at 5:09 PM

Once we have the base down it should be easy to implement.

JonErikToday at 5:09 PM

Yeah, let's get the first grid system working and we can add features later like that

HaileyToday at 5:09 PM

that would work, I will need to make the random generator have the correct inputs for that, should be easy enough, just a how many option

definitely, start with the basics and make sure it works then add

JonErikToday at 5:10 PM

Yes I think so Hailey

Thats the Agile way :slight\_smile:

HaileyToday at 5:11 PM

Anything else we need to go over?

JonErikToday at 5:12 PM

I don't have anything else. If neither of you do we can stop for the evening. Supposed to be 15 min or LESS

HaileyToday at 5:12 PM

I don't have anything until I start writing some code

Jeremy GallagherToday at 5:12 PM

No more inputs here

JonErikToday at 5:13 PM

Okay then, goodnight everyone. See you tomorrow

HaileyToday at 5:13 PM

See you tomorrow

Jeremy GallagherToday at 5:13 PM

Goodnight!

# 29 May 2020

HaileyToday at 4:58 PM

I am ready when everyone is here

JonErikToday at 5:00 PM

Hi Hailey, I'm here too

Jeremy GallagherToday at 5:00 PM

Hello

JonErikToday at 5:01 PM

Hey Jeremy

HaileyToday at 5:01 PM

HI

JonErikToday at 5:01 PM

We're all here, lets get started

Any comments or concerns?

HaileyToday at 5:02 PM

No issues for me, didn't get started yesterday because I fell asleep, should be able to make some progress and post it tonight or tomorrow.

Jeremy GallagherToday at 5:02 PM

None here yet

JonErikToday at 5:03 PM

Yes, I got busy too today and haven't got wireframes done yet. Certainly will do this weekend though.

The document for this week's assignment is a little different from the past two. Mostly Scrum transcripts and screen shots of Azure

So just keep collecting the transcripts Jeremy, though we wont have another till Monday

Jeremy GallagherToday at 5:05 PM

I can create a folder on the git to store the transcripts

will do

JonErikToday at 5:06 PM

Yes that's good. Also, help me fogure out how to pull the Android Tools program you posted

Jeremy GallagherToday at 5:07 PM

assuming you already created the repository on you client?

or are you using the git app?

JonErikToday at 5:08 PM

Oh, I need to start there! Okay, I can probably go from that angle

Are you planning to post the algorithm stuff on GiT Hailey?

HaileyToday at 5:09 PM

Probably, need to play around with Git to get more familiar

If I put it in the project as a branch you should be able to access it

Jeremy GallagherToday at 5:11 PM

yeah

JonErikToday at 5:11 PM

If it is written as a programming text file like in Visual Studio you can just upload it as a file.

If it is part of the Android Tools client then I guess a branch would do

Jeremy GallagherToday at 5:12 PM

You can pull the project, add your class with the algorithm and push the changes

JonErikToday at 5:13 PM

Yeah that's right

HaileyToday at 5:13 PM

Ok I have it cloned in Git desktop, now I just need to get it over to android studios

I saw the setting, just need to find it again

Jeremy GallagherToday at 5:14 PM

if you right click the project in git desktop, you can select show in explorer

then just open it from that location in android studios

JonErikToday at 5:14 PM

That looks like a good way to go, simple

Jeremy GallagherToday at 5:15 PM

but the location should be something like this C:\Users\Jeremy\Documents\GitHub\Team-West

JonErikToday at 5:16 PM

Okay looks good. You good with that Hailey?

HaileyToday at 5:16 PM

yes, see you Monday? or do we want to try to meet Sunday?

Jeremy GallagherToday at 5:16 PM

I went ahead and created a Webster's account and got access to the dictionary API keys, going to start working on the code this weekend

JonErikToday at 5:17 PM

I really think we should try to stay with a five day work week for the Scrums. Doesn't mean we can't talk over the weekend if need be, just not formal

Jeremy GallagherToday at 5:17 PM

yeah i agree

HaileyToday at 5:17 PM

nice, then we will need to find a way to check selected/entered words against the dictionary api

ok

JonErikToday at 5:18 PM

Great Jeremy. We should be able to just hook that up when ready

Is that word database hosted in the cloud or completely downloadable?

Okay, so I've nothing else tonight. If you have nothing else we'll see ya'all on Monday

Mondays are 4:30, right?

Jeremy GallagherToday at 5:21 PM

https://www.dictionaryapi.com/products/api-collegiate-dictionary

Collegiate Dictionary API | Merriam-Webster Dictionary API

Information and documentation for the Collegiate Dictionary API from Merriam-Webster.

HaileyToday at 5:21 PM

5 on Monday, 4:30 on Wednesday

JonErikToday at 5:21 PM

Oh yeah Wednesday, thanks

HaileyToday at 5:21 PM

I could probably do 4:45pm daily if we want to adjust

JonErikToday at 5:21 PM

Thanks for the post Jeremy

Jeremy GallagherToday at 5:22 PM

either one of those times works for me

JonErikToday at 5:22 PM

I can do 4:45 - 6:45 fpr me if it is easier on everyone

HaileyToday at 5:23 PM

sure, then we don't have to meet at a different time on Wednesday if we keep it under 15 minutes

JonErikToday at 5:24 PM

Yes, which we are supposed to. Not tonight tho, lol

HaileyToday at 5:24 PM

lol, ok, good night

JonErikToday at 5:24 PM

So let's make that official. See you 4:45 PST on Monday

Goodnight

HaileyToday at 5:24 PM

see you then

Jeremy GallagherToday at 5:24 PM

Okay, take care!

# 01 June 2020

HaileyToday at 4:46 PM

hello

JonErikToday at 4:46 PM

Here we are, I made it on time, sort of

[4:46 PM]

Hi Hailey

[4:47 PM]

How was your weekend?

HaileyToday at 4:47 PM

OK, mostly working on the labs for my other class

JonErikToday at 4:48 PM

Yes, lots of work this weekend for me too

HaileyToday at 4:48 PM

I have the character generator about half done. had to adjust the random numbers, now have to convert to characters

JonErikToday at 4:49 PM

Okay that's good. I did wireframes and defined user stories. Did you see them?

HaileyToday at 4:49 PM

I saw the wireframes, they look good. Did not look at the user stories yet

JonErikToday at 4:50 PM

The user stories basically define the wireframes. We should be able to build everything from them

[4:50 PM]

Do you know how we memorialize them in Azure?

HaileyToday at 4:51 PM

let me look, I thought I saw it somewhere

JonErikToday at 4:51 PM

Okay. Need to mark as done at least. The user stories will work as a workflow chart too. We can mark that as done as well

HaileyToday at 4:53 PM

Ok those are marked as done

JonErikToday at 4:54 PM

Okay real good. Ill take screen shots and put them in the doc for this week.

[4:55 PM]

When do you need to jump off for class?

HaileyToday at 4:55 PM

Not until Wednesday

[4:55 PM]

I think Jeremy might have forgotten we changed the time

JonErikToday at 4:56 PM

Oh right, that's on Wednesday. He might have forgotten. If he shows up at 5 we'll extend if you can

HaileyToday at 4:56 PM

I think I figured out how to put the wireframes up

JonErikToday at 4:58 PM

Okay that's really good. Will be best to have those in situ

HaileyToday at 4:58 PM

I put it in the wiki

JonErikToday at 4:58 PM

Oh sure, that makes sense

HaileyToday at 4:58 PM

not exactly where it goes, but at least online

JonErikToday at 4:58 PM

Yeah, and under the Azure banner

[4:59 PM]

What does the moon mean on the icon? At rest?

HaileyToday at 5:00 PM

Idle

JonErikToday at 5:00 PM

Okay thanks

HaileyToday at 5:01 PM

look at the wiki and see what you think

JonErikToday at 5:02 PM

Looks great!

[5:02 PM]

Downloadable now so that's good

HaileyToday at 5:04 PM

I was hoping the insert file would pull the info but it just put a link

JonErikToday at 5:04 PM

Yeah true but shows the first two slides

HaileyToday at 5:04 PM

so I am copy/pasting from the doc you did

[5:04 PM]

should be about 6 now if you refresh

JonErikToday at 5:04 PM

Oh okay. More work but will be better that way

[5:06 PM]

Yup, great. Doesn't look like Jeremy is showing toonight. Do you have any comments or questions?

HaileyToday at 5:06 PM

no, I think that is it. I will have to have one of you test my code in Android studio since I still can't get the emulator to work. I am testing it in Eclipse and copying it over

JonErikToday at 5:07 PM

Okay good. We can do that I'm sure.

[5:07 PM]

I'll see you tomorrow at 4:45 PST then?

HaileyToday at 5:07 PM

See you tomorrow at 4:45

[5:07 PM]

or 6:45 your time

JonErikToday at 5:07 PM

Okay, goodnight!

HaileyToday at 5:08 PM

Good night

# 02 June 2020

Jeremy GallagherToday at 4:44 PM

Hello

HaileyToday at 4:45 PM

hello, glad to hear the code works in android studio. I will have to create something that reruns it if there are not enough vowels, but I figured an alert works for now

JonErikToday at 4:46 PM

Hello all

HaileyToday at 4:47 PM

hello

Jeremy GallagherToday at 4:47 PM

Hello

I changed the dictionary API to oxford

HaileyToday at 4:47 PM

better function?

Jeremy GallagherToday at 4:48 PM

it was easier to establish a connection with and authorize

HaileyToday at 4:48 PM

ok

JonErikToday at 4:49 PM

Oxford is good!

I think there needs to be at least one vowel on every grid. But can be many

Much more difficult with fewer vowels

HaileyToday at 4:50 PM

I currently have it set to give a message if there are less than 2

Jeremy GallagherToday at 4:50 PM

also thinking ahead, we are going to need to keep track of words that have already been used

JonErikToday at 4:51 PM

That's right, can't post two of the same

HaileyToday at 4:51 PM

probably save to an array and then search it

Jeremy GallagherToday at 4:51 PM

do we want to change it to just recall the function if there aren't enough vowels? or change the last input to a vowel

HaileyToday at 4:52 PM

changing the last input would work and guarantee at least 1 vowel. I ran it 3 times in a row and got no vowels

recalling the function would work as well but it might run a couple time

Jeremy GallagherToday at 4:53 PM

Yeah changing the last input would be a little more efficient

JonErikToday at 4:54 PM

Well, we're supposed to not solve problems during scrum, lol. But, could change the last input for at least one vowel. Would be better to randomize number of vowels too

Jeremy GallagherToday at 4:54 PM

just select randomly out of only vowels

JonErikToday at 4:54 PM

Yeah, like that

HaileyToday at 4:54 PM

that wouldn't work well if it came back with a u

JonErikToday at 4:54 PM

Why?

HaileyToday at 4:55 PM

how many words can you think of that only have the vowel U?

there are not many, most have ou

JonErikToday at 4:55 PM

Luck truck suck muck shun flux hundreds

HaileyToday at 4:56 PM

that would be a more challenging level, especially if you didn't have c k or n

Jeremy GallagherToday at 4:57 PM

RNG game

HaileyToday at 4:57 PM

anyhow, we will work on that later, what did you do today

what are you doing tomorrow

I forget the last question

JonErikToday at 4:58 PM

Its more challenging with one of ANY vowel so would be nice to randomize the number of vowels so you have difficult grids and easy ones

HaileyToday at 4:58 PM

that is true

JonErikToday at 4:59 PM

I did put together an assignment document for us to turn in. Do ya'all get it?

Jeremy GallagherToday at 5:00 PM

Looks good, what do we do with the transcripts? Just submit them along with the assignment?

Provide the written transcript showing that the scrum team held a sprint planning session to review and prioritize the product backlog. See #2 above.

JonErikToday at 5:02 PM

I put in screen shots of where you put them on GiT along with where to access them. But, we could just copy and past the actual transcripts into the document

\*paste

Or, we could put them into a separate document altogether and include that in the zip file

HaileyToday at 5:03 PM

it doesn't really say, we could put both in a folder and zip it and submit that

lol

Jeremy GallagherToday at 5:04 PM

I will compile them into a master transcript and start doing it that way

HaileyToday at 5:04 PM

alright

JonErikToday at 5:04 PM

Okay that is good. Put it in a word doc?

Jeremy GallagherToday at 5:04 PM

Yeah

JonErikToday at 5:05 PM

Okay that should work just fine.

What I'm doing is putting the assignment doc, and any docs that we completed during the unit into a folder and zip it

Oh, plus the review doc too

HaileyToday at 5:06 PM

alright, I will do the same. Anything else, we are over time

JonErikToday at 5:06 PM

Nothing from me.

See you tomorrow night?

Jeremy GallagherToday at 5:07 PM

Nothing here, gonna start on a new task

HaileyToday at 5:07 PM

see you tomorrow

JonErikToday at 5:07 PM

Goodnight everyone

Jeremy GallagherToday at 5:07 PM

goodnight

# 03 June 2020

HaileyToday at 4:45 PM

Hello

JonErikToday at 4:45 PM

Anybody ready for some Scrum?

HaileyToday at 4:45 PM

yeah

Jeremy GallagherToday at 4:45 PM

hello

JonErikToday at 4:45 PM

Hi Hailey

Hi Jeremy

HaileyToday at 4:46 PM

Did anybody work on anything since the last Scrum?

JonErikToday at 4:46 PM

So our work this week is to continue working on our Product Tasks and also have a Sprint Review and Sprint Retrospective

HaileyToday at 4:47 PM

I'm guessing the Spring review and Spring retrospective is supposed to be at teh end of the week

Jeremy GallagherToday at 4:48 PM

I haven't started a new task yet

JonErikToday at 4:48 PM

Yes, up to the product owner when to have it actually.

HaileyToday at 4:48 PM

I think Monday, hopefully we have everything together by then

JonErikToday at 4:48 PM

So we only work on the tasks that are in this sprint, can't add any.

Yeah that would be good Hailey

There are many open and unassigned tasks that any of us can handle or do

HaileyToday at 4:49 PM

The next step is the touch functionality for the grid and comparing that to the dictionary.

JonErikToday at 4:50 PM

Okay, Ill do the buttons. Is that assigned to me already?

Jeremy GallagherToday at 4:51 PM

I assigned myself the puzzle grid functionality

HaileyToday at 4:51 PM

One of them is and the other is not, I think the wrong one is assigned. I would think the UI would be for you and the function for me or Jeremy

JonErikToday at 4:52 PM

Okay Jeremy that's good. We should pick up tasks like that organically

HaileyToday at 4:52 PM

I can work on the function, I have not had much luck with it before, but it probably works differently for android anyway since it is touch instead of submit

JonErikToday at 4:52 PM

Okay sure, I'll do the UI and you or Jeremy can take the button function coding

HaileyToday at 4:53 PM

I will do it since he is doing the puzzle grid function

I may reach out to you for help on that Jeremy

Jeremy GallagherToday at 4:53 PM

sounds good

JonErikToday at 4:53 PM

That's good then we are each working on a different aspect of the same overall function

Jeremy GallagherToday at 4:54 PM

they will be slightly dependent on one another

JonErikToday at 4:54 PM

Right

This is the fun part actually

Jeremy GallagherToday at 4:55 PM

I will have to do some research on how others games complete the task

grid of buttons

HaileyToday at 4:55 PM

Jeremy can you assign the Touch Buttons UI to JonErik

JonErikToday at 4:55 PM

Yeah, research is necessary on some of these parts

HaileyToday at 4:55 PM

its not letting me do it again

Jeremy GallagherToday at 4:56 PM

done

JonErikToday at 4:56 PM

Thanks Jeremy

Jeremy is the master assigner now

Jeremy GallagherToday at 4:56 PM

haha

I will look into the permissions again

HaileyToday at 4:56 PM

that leaves JonErik with more task

s

Jeremy GallagherToday at 4:56 PM

not sure how they would've changed though

I might create a mock up to generate code

JonErikToday at 4:57 PM

Okay. Any other comments or concerns for tonight?

HaileyToday at 4:57 PM

I thought at some point I was able to assign tasks, but I can't now

Jeremy GallagherToday at 4:57 PM

but feel free to change it to what you desire

HaileyToday at 4:57 PM

No, nothing for me

Jeremy GallagherToday at 4:57 PM

No other comments here

JonErikToday at 4:58 PM

Mock up is good, try to attach it to one of the tasks

Jeremy GallagherToday at 4:58 PM

will do

JonErikToday at 4:58 PM

Okay, sounds good. I'll see ya'all tomorrow at 4:45 pm PST?

HaileyToday at 4:58 PM

I may be late tomorrow. I am getting a new phone after work, I will let you know. I may just be able to do it from my phone

Jeremy GallagherToday at 4:59 PM

Okay

# 04 June 2020

Jeremy GallagherToday at 4:42 PM

Ready when you guys are

HaileyToday at 4:42 PM

Be home in about 5 minutes

JonErikToday at 4:46 PM

Okay I'm here. We can wait if Hailey needs to

HaileyToday at 4:47 PM

I'm here

JonErikToday at 4:47 PM

Not bad timing

What's everybody working on? I'm doing buttons in the morning

HaileyToday at 4:47 PM

unfortunately my new phone did not arrive :cry:

JonErikToday at 4:48 PM

Oh too sad!

HaileyToday at 4:48 PM

I will probably work on the functionality tomorrow after work, I will see how much energy I have tonight

JonErikToday at 4:49 PM

Sure okay. Do you have something to work on Jeremey or waiting for our stuff?

Jeremy GallagherToday at 4:49 PM

I created the mock last night for the grid buttons

been messing around with functionality today

JonErikToday at 4:49 PM

Okay good. Is that on GiT then?

Jeremy GallagherToday at 4:50 PM

not yet I will upload it after our meeting

JonErikToday at 4:50 PM

Okie doke. I haven't had time to look at anything today anyway

HaileyToday at 4:50 PM

I thought I had the avm fixed but it crashes as soon as it loads so I will have to troubleshoot that more

JonErikToday at 4:51 PM

Okay, that's the way things go in Agile - we test and fix at the same time

HaileyToday at 4:51 PM

for now if I need something tested I will upload it to make sure it works with what you guys have so far.

Jeremy GallagherToday at 4:51 PM

Sounds good

JonErikToday at 4:52 PM

That should be fine. Jeremy is kind of the master compiler of the APP it looks like

HaileyToday at 4:52 PM

seems that way, he seems more comfortable with Git and Azure than either of us

Jeremy GallagherToday at 4:52 PM

lol

JonErikToday at 4:53 PM

Well he can at least get them to work, lol

HaileyToday at 4:53 PM

that always helps

JonErikToday at 4:53 PM

Any other questions or comments?

HaileyToday at 4:53 PM

I don't have anything until I start working on the code

JonErikToday at 4:54 PM

Okay we should break till tomorrow then

HaileyToday at 4:54 PM

sounds good

Jeremy GallagherToday at 4:54 PM

Okay, see you guys then!

HaileyToday at 4:54 PM

see you

JonErikToday at 4:54 PM

Okay see you at tomorrow's Scrum!

# 05 June 2020

Jeremy GallagherToday at 4:46 PM

Hello

HaileyToday at 4:46 PM

Hi

JonErikToday at 4:46 PM

Hi

What kind of changes did you have to make?

Jeremy GallagherToday at 4:47 PM

added a button to the main screen that creates a new game

JonErikToday at 4:47 PM

I ask as I've just delved into the tool today and saw that I can't build styles using CSS but need to use the Android syntax

Jeremy GallagherToday at 4:47 PM

from there it generates a grid and fills in the button text with the random generated letters

JonErikToday at 4:47 PM

Oh, that's cool

Jeremy GallagherToday at 4:48 PM

its booting up now, and I will send screenshots

JonErikToday at 4:48 PM

Yeah even better

[4:48 PM]

Yes do that!

HaileyToday at 4:49 PM

awesome, I want to test it, getting an error about amdvlk64.dll not found

[4:49 PM]

I will have to search to see what that is so I can get the emulator working

JonErikToday at 4:49 PM

64-bit for AMD?

HaileyToday at 4:49 PM

yes

JonErikToday at 4:50 PM

Is your machine 64 bit?

HaileyToday at 4:51 PM

yes

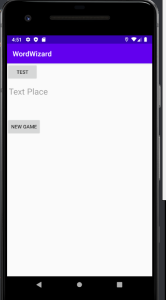
JonErikToday at 4:51 PM

It will work then, when you find the proper driver for the emulator.

HaileyToday at 4:52 PM

I have a video driver update available, I will try that, if not I will search for one, always worried about downloading from sketchy websites

Jeremy GallagherToday at 4:53 PM

[](https://cdn.discordapp.com/attachments/710316982305816650/718613410132000768/unknown.png)

[](https://cdn.discordapp.com/attachments/710316982305816650/718613491514212443/unknown.png)

HaileyToday at 4:53 PM

nice

JonErikToday at 4:53 PM

Nice Jeremy!

[4:54 PM]

I've got to get some graphics done, yikes!

[4:54 PM]

Jeremy, do you know if Android handles SVGs?

Jeremy GallagherToday at 4:55 PM

Android Studio includes a tool called Vector Asset Studio that helps you add material icons and import Scalable Vector Graphic (SVG) and Adobe Photoshop Document (PSD) files into your project as vector drawable resources.

[4:55 PM]

wasn't sure so googled it

[4:55 PM]

lol

[4:56 PM]

<https://stackoverflow.com/questions/30923205/easiest-way-to-use-svg-in-android>

Stack Overflow

[**Easiest way to use SVG in Android?**](https://stackoverflow.com/questions/30923205/easiest-way-to-use-svg-in-android)

I have found a myriad of libraries in order to use svg in Android and avoid the frustrating creation of different resolutions and dropping files for each resolution, this becomes very annoying when...

HaileyToday at 4:56 PM

thats how I figure stuff ouot

JonErikToday at 4:56 PM

Lol, yes, I haven't even had time to google that the past couple of days. SVG and PSD, excellent.

[4:57 PM]

Yeah, I end up at Stack Overflow a lot myself

Jeremy GallagherToday at 4:57 PM

For the word submission and validation, not sure how we want to go about that

[4:58 PM]

do we want to add a submit button or a double click listener

JonErikToday at 4:58 PM

The validation has two parts. 1. It is a word in the dictionary and 2. It hasn't been chosen by the player yet

HaileyToday at 4:58 PM

could code like if (touch==null for 3 seconds){run the validation by the dictionary}

Jeremy GallagherToday at 4:58 PM

I have the if statement to validate if the word exists in the API

[4:58 PM]

mainly submitting the word

HaileyToday at 4:59 PM

for the submission part anyway, not sure how it will work

Jeremy GallagherToday at 4:59 PM

and we will have to keep track of used words

JonErikToday at 4:59 PM

No. Just code to double-tap any of the selected leters to submit it as a word

Jeremy GallagherToday at 5:00 PM

That was the route I was leaning towards

HaileyToday at 5:00 PM

then how do you unselect if you make a mistake?

JonErikToday at 5:00 PM

Yes. Have to keep track of used words. However, that part can be in a web presentation instead of in the APP - so you don't build up a big database of user data and grids in the APP itself

[5:01 PM]

You don't unselect, you tap and it clears because it is not a word

[5:02 PM]

Oh. There is a third validation 3. Must be at least three characters selected

HaileyToday at 5:02 PM

makes sense

JonErikToday at 5:03 PM

Yeah, you don't get dinged for wrong words so faster anyway to just clear and move on

Jeremy GallagherToday at 5:03 PM

excited to get this thing running lol

JonErikToday at 5:03 PM

Remember the game is timed too

Jeremy GallagherToday at 5:03 PM

yeah

JonErikToday at 5:03 PM

Yeah me too Jeremy, its going to be fun.

[5:04 PM]

We are going to have to add a web side of the APP for sprint 2 - but that's later conversation

HaileyToday at 5:04 PM

we are going to need a database to keep scores and stats at some point as well

[5:04 PM]

anything else for tonight?

JonErikToday at 5:05 PM

Right, and that is part of the web half.

[5:05 PM]

I've nothing else tonight. Anyone else?

HaileyToday at 5:05 PM

nothing for me

Jeremy GallagherToday at 5:06 PM

Nothing here atm

JonErikToday at 5:06 PM

Okay we're golden. See you Monday at 4:45pm PST

Jeremy GallagherToday at 5:06 PM

Have a good weekend

JonErikToday at 5:06 PM

You too Jeremy and Hailey

HaileyToday at 5:07 PM

you too, if anyone runs into any issues post here and we can drop in as we are available and check it

Jeremy GallagherToday at 5:07 PM

Will do

JonErikToday at 5:07 PM

Yup, good idea. Goodnight!

# 8 June 2020

Jeremy GallagherToday at 4:44 PM

Hello!

HaileyToday at 4:44 PM

Hi

JonErikToday at 4:46 PM

Hi!

How's everyone?

Jeremy GallagherToday at 4:46 PM

doing good

HaileyToday at 4:47 PM

Excited to try out my new phone.

JonErikToday at 4:47 PM

Hey you finally got it!

HaileyToday at 4:47 PM

Yeah, they messaged me today that it was there, haven't even turned it on yet

JonErikToday at 4:47 PM

So I see that we have a working grid structure

HaileyToday at 4:48 PM

I feel bad because it seems like you guys did all the work this week

JonErikToday at 4:48 PM

I sent graphics a few minutes ago

HaileyToday at 4:48 PM

I saw that. What can I view the svg file extension in?

JonErikToday at 4:48 PM

Sometimes it works that way Hailey...you get to do the work this week, lol

HaileyToday at 4:48 PM

lol

Jeremy GallagherToday at 4:48 PM

lol, I was having too much fun, got a little carried away

The graphics look good

JonErikToday at 4:49 PM

SVGs should show in your email client

I'm liking them so far. They are original

HaileyToday at 4:49 PM

It told me I couldn't preview that file type. It may because I was viewing through the school website.

JonErikToday at 4:50 PM

Oh yeah. School site will cause that. Just download to local and you should see them okay.

You can see what they look like in the screenshots doc too

Jeremy GallagherToday at 4:51 PM

i just pulled them up in IE

JonErikToday at 4:51 PM

Yeah, any browser should be okay

HaileyToday at 4:51 PM

They came up in Edge, whatever, they look pretty good. I like the two different button colors

Jeremy GallagherToday at 4:52 PM

I like the logo

HaileyToday at 4:52 PM

Me too

JonErikToday at 4:52 PM

Okay great. I'm trying to keep the Wizard theme obviously

Jeremy GallagherToday at 4:53 PM

Yeah, I like it

JonErikToday at 4:53 PM

The frame PNG for the word queue should just work as a background image

HaileyToday at 4:54 PM

I think it will look good. We are supposed to be doing are sprint review and retrospective today.

JonErikToday at 4:54 PM

I'll put together the word doc for the assignment as usual

Oh is that today? Guess we can just go right from Scrum and those two things

HaileyToday at 4:55 PM

Does the word box adjust size for longer words with the letters with wider font?

say you did hippopotamus, will it fit

JonErikToday at 4:56 PM

It will fit up to 16 letters - which is all that are possible

HaileyToday at 4:56 PM

ok, perfect

JonErikToday at 4:57 PM

Like trichotillomania

HaileyToday at 4:58 PM

ACANTHOCEPHALOUS

JonErikToday at 4:58 PM

Anything more for today's scrum?

HaileyToday at 4:58 PM

I think that is it

JonErikToday at 4:58 PM

Nice word!

Jeremy GallagherToday at 4:58 PM

Nothing here