

Sprint 2 Review

Our team met with the product owner on 10/30/2019 at 1:00PM towards the end of the sprint to discuss our progress. She was quite disappointed due to our lack of preparation and functionality of the proposed finished user stories. We were trying to do a demo of our register and log in features which were our highest prioritized user stories. We have just finished the database integration ~15 minutes before the demo so we were not completely ready for the demo. Due to that we had to pull up the new master right in front of the product owner and also since we did not test it before, it did not work how we expected it to work. While trying the register page, the product owner noticed that the password is being taken as plain text(visible) which she despised. Then she understood, we were not ready for the demo and asked us to be more ready for the next demo.

Meetings Timeline

Meeting 1 (Developers meeting)

1. We discussed the new requirements from the product owner.
2. Noted down the questions we had regarding the newly specified user stories for Sprint 2.

Meeting 2 (with PO) - **Prioritization**

1. Met with product owner for backlog prioritization.
2. Discussed architecture of newly introduced user stories.

Meeting 3 (Developers meeting)

1. Discussed database options.

Meeting 4 (Developers meeting)

1. Further discussed database options and decided on using a Raspberry Pi.

Meeting 5 (Developers meeting)

1. Board UI overhaul (new color scheme and piece icons)
2. Monkey logic

Meeting 6 (with PO) - **Sprint Review**

1. Met with the product owner to demo the current state of our application.

Meeting 7 (Developers meeting)

1. Met with team to fix the things that were broken in the demo.
2. Also worked on the database, Game Board GUI and Integration of board with game logic.
3. Also have developed some unit tests.

Team member code contribution

Jacob Augustine:

- Set-up Raspberry Pi for our server needs
 - Setting up pi with new OS
 - Installing SQLServer onto Pi
 - Changed restrictions so team can access Pi through SSH and on Eclipse through JDBC driver.
- Made all serverHelper methods for connecting to database.
- Implemented Unregister functionality and button on Account page.

Nick Kaliher (Scrum Master):

- Piece Logic: Crocodile, lion, super-pawn, elephant, monkey, zebra
- Worked with Tyler and Tejaswini on GUI/Logic integration

Tyler Dansby:

- Updated login and registration aesthetic and main screen GUI.

- Updated Board GUI and created icons for all pieces.
- Worked on Existing Games sidebar.
- Worked on GUI/Game Logic integration.

Josh Welch:

- Database development
- Helped with connector methods
- Login and registration integration with database
- Login and registration test code
- Implemented maven for connector
- Fixed repository: was originally (accidentally) a nested project

Tejaswini Kancharla:

- Unit tests for Game Logic and State
- Fixed couple of bugs in the Board GUI.