

Sprint 3 Review

Our team met with the product owner on 12/05/2019 at 4:30PM towards the end of the sprint to demo our progress. The product owner was given the application to explore by herself. She did register and login into the application and was successfully able to play the congo game with scrum master. She was happy with the functionality of the application and game logic. She expressed some doubts about the undo button and other features for which we had working alternative.. She also made sure that our application meets all the acceptance criteria by giving bad credentials in the login page and our application complained about her credentials, successfully meeting the acceptance criteria. She is satisfied with the progress made in the sprint and complimented the team.

Meeting 1

- Discuss Refactor of GUI and Logic (and Tests)
- Start Refactor

Meeting 2

- Begin Existing Games Sidebar
- Continue Refactor

Meeting 3

- Start rules page, continue working on existing games
- Finish up refactoring logic, start refactoring tests
- Continue Refactoring GUI

Meeting 4

- Continue Refactoring tests and GUI

Meeting 5

- Finish GUI refactor
- Start invites

Meeting 6 with Product Owner (Sprint Review)

- Showed off login/register
- Showed Multiplayer
- Went relatively well

Meeting 6

- Finish up invites/multiplayer
- Finish test refactor
- General Cleaning
- Retrospective

Team Code Contribution

Jacob Augustine

- Implemented Rules Page in GUI.
- Helped write a few more tests.
- Added functionality to some buttons to update the database.
- Added two more ServerHelperMethods that were needed for Invites.
- Helped other people with needed server calls for their methods to work.

Tejaswini Kancharla

- Refactored the Congo Board
- Implemented drowning functions
- Implemented the front end game over handling
- Coded the transition of SuperPawn from Pawn
- Tested the Pawn
- Implemented Monkey capturing

Tyler Dansby

- Created Profile Page
 - Displaying invitations sent and received
 - Match history
 - Edit account information
 - Unregister
- Updated New Game Tab (Invite Players)
- Sending and accepting invites
- Creating new game upon accepting invites
- Created Existing Games Tab (Sidebar which loads selected games)
- Welcome Screen
- Turn indicator
- End turn button
- Created SuperPawn icon
- Updated Rules Screen

Nick Kaliher

- Wrote gameOver method for endgame logic
- Bug fixing minor logic bugs with TDD

- Refactored nearly all of the logic to object oriented
- Refactored nearly all the logic tests
- Cleaned up a lot of code smells for variables, imports, prints, and TODOs
- Worked with Tejaswini to implement monkey multi capture

Josh Welch

- GUI refactoring to meet OOD objectives
- Minor bug fixing with GUI
- Partially helped with invites
- Database side work