Abstract

In this report you will be able to read about our scrum-based development of our program “Slice of Pie”.

// NEEDS MOAR

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# Software Analysis

## Artifacts

* Vores forskellige artifacts

## FURPS+

# Software Design

## Class diagram

## Interaction diagrams

## Design patterns

* Everything regarding software-architecture
* Design patterns.

## Software Architecture

## Architechture analysis

## Scenarios

## Factor tables

## Logical and deployment views (4+1)?

## Development documentation (Scrum)

* Everything that regards to Scrum

# Testing, strategy and results

# Appendix

* Usecase model
* Class diagram
* Etc etc etc

# HUSKELISTE:

Server og klient “burde” ikke dele storage.

Vi har ikke kastet os ud i omfattende exceptionhandling :<

Et sprint i Scrum skal aldrig kunne have sin varighed eller sit mål ændret under selve sprintet. Selvom vi har tilføjet nye stories til sprintlog’en under vores sprints, har vi ikke ændret selve målet med sprintet, så noget har vi i hvert fald gjort rigtigt.

User kunne sagtens kun være en string frem for at være en hel klasse, men det er både mere scalable, mere ’typesikkert’ (somehow) og vi bryder os mere om at have User som sin egen klasse.

” Top Reasons To Not Go Scrum #5: you have a fixed deadline, with a fixed set of requirements”

SKRIV: HVORFOR VI IKKE LAVEDE COMMUNICATION DIAGRAM, VI MENTE SYSTEM SEQUENCE VAR BESKRIVENDE/LET FORSTÅELIGE.