

Spaghetti-Coders  
Scrum Meeting Logs(Sprint 3):

**Tuesday, November 12th, 2019 - 2nd Sprint Review with Dr. Moreno**

Due to the previous Sprint Review falling short because of the lack of a demo for the Product Owner, the team agreed to meet with the Product Owner again with a completed demo for her proper review.

During this evaluation, Dr. Moreno gave helpful advice about some of the small problems with the site's layout, such as button names, color schemes and the board layout. In addition to this, she gave a general direction for the team to work toward, by prioritizing core features from the first sprint. She instructed us to keep the same priorities from the last sprint, rather than attempting to implement the new features from the second sprint's description. She specifically mentioned User Stories such as viewing current games and invitations to be completed first, before the multiplayer aspects of the game. While the multiplayer functionality of the site was given a lower priority, she suggested that the team investigated possible solutions on the side while completing the higher-priority tasks first.

In addition, Dr. Moreno also gave the team notes from the previous presentation. While we gave a short presentation, it was not quite long enough to go into detail about some of our design decisions and site functionality. She suggested that we prepare the presentation more precisely to make sure to have a good flow.

**Monday, November 18th - Sprint Planning**

After Dr. Moreno's advice, the team gathered to create individual tasks according to the high-priority User Stories. Tasks such as implementing a random player search, flipping the board, accepting and declining invitations, and retrieving past games were created. With tasks created, each team member was able to assign themselves to tasks within their skillset. Due to this meeting, the team had a better plan going forward to complete as many User Stories as possible.

**Saturday, November 16th - Sprint Planning**

As a continuation of the previous planning session, the team met to plan the specific layout of the site. This quick meeting involved the team brainstorming with a white board to find the best layout of the site as possible. With this completed, a few more tasks were able to be created according to these specifications, such as the completion of an inner tab functionality.

**Wednesday, November 20th - Stand-up**

Since the Sprint Planning meeting, each team member was able to complete tasks at their own pace. Sam completed the simple player search functionality and began working on formatting the profile page. In addition, Sam also worked on the Logout and Unregister buttons.

John completed more test coverage for the Piece and Board classes. Vlad, Jeff and EJ paired to fix issues with the UI, and explored having the server host on multiple machines. EJ eventually found a way to have a machine in the computer lab host, with different machines able to connect to it.

Before the next meeting each member had their own tasks to complete. Vlad wanted to pair with John to work on the inner tabs for the site. EJ planned to work on the front-end and back-end invitation functionality. Jeff planned to work on the forfeit button for active games. And John wanted to look into a few bugs in the rat's functionality, and the lack of a win condition. Sam planned to polish the profile page's formatting more.

Impediments to the team included other classes, as the end of the semester required extra attention to all classes.

### **Monday, December 2nd - Stand-up**

After the break, the team met together to review what was done over the break, and what was left to do before the end of the sprint.

EJ had completed the functionality for invitations, retrieving a match from the database, saving games, and fixing the turn system for 2 players. Jeff completed a forfeit button skeleton and wrote a small piece guide for the gamepage. In addition, he updated the development manual and the traceability matrix. John and Vlad paired to complete the inner tab design, redesigned the database, and added the ability to retrieve the list of current, pending and past games for a certain user. Sam finalized the Profile, added confirmation messages to unregistering, and added icons to the website.

Vlad wanted to pair with John to work on decline invitations by looking into removing them from the database. Jeff wanted to work on polling, so that a refresh button was not needed to play a 2 player game live. In addition, there were a few bugs in the forfeit button that he wanted to fix. Sam wanted to investigate searching for a random player. EJ decided to help other team members where he could, due to time constraints limiting his ability to commit to a few tasks.

There were 2 impediments to the team. The first was responsibilities from other classes. And the second impediment was disagreements between team members about what to merge into master. Because of some bugs found in the previous implementation of inner tabs, several different branches were created. Due to this, many branches were building off of other branches rather than master. EJ and Vlad decided to meet to resolve this before the situation became worse.

### **Wednesday, December 4th - Stand-up**

Sam continued to research the random searching functionality. However, he also ran into a bug labeled as "Too many connections" in reference to the database. Jeff finished fixing the forfeit button, and experimented with polling more. EJ had fixed the bug in the "Rat" piece, and added another win condition. Vlad continued to research declining an invitation.

Sam wanted to continue to look into the “Too many connections” error. Jeff chose to continue to work on the development manual and traceability matrix. EJ, John, and Vlad wanted to resolve conflicts involving the branches and inner tab bugs. After this was done, the team could begin to merge their work to get everything back on track.

**Thursday, December 5th - *Sprint Review/Retrospective with Dr. Moreno***

In this final retrospective with Dr. Moreno, the team brought a working demo for her to review. Overall, she was pleased with the website’s layout and functionality. She gave the team notes about small changes that could be made to improve user experience. These notes included specific email validation criteria, ideas about where to display the board on the page, and how to handle unregistering a user from the database.

In addition, Dr. Moreno gave suggestions about the final days of the sprint. She suggested that the team focused on polishing the final functionality of the site, instead of attempting to add new features to the website. She also reminded the team of the final deliverables for the project and presentation.