

**Wednesday, October 9th, 2019 - Stand-up**

After the first presentation, we got together as a team to quickly review what we had done since the presentation, and what we wanted to do by the following week. For our general codebase, we began to implement skeletons for the entire project, based on the classes in our UML diagram. In addition, we also continued the database design for containing the match histories and profile information. Vlad began to create the client/server relationship in our database, with a few errors stopping further progress.

For what we will get done, Sam wanted to implement dummy text into the database. The other members of the team wanted to take a closer look at the errors in our project. The project had errors routing from the front-end and the back-end. The project was returning a 404(not found error) when attempting to render index.html.

Impediments for the team simply including responsibilities in other classes and other commitments.

**Wednesday, October 16th, 2019 - Stand-up**

After a lot of research and work by EJ, he was able to successfully fix the merging errors and 404 error on the server. With a working server Vlad, Sam, and EJ were able to successfully finish dependencies and clean up the organization. Sam had successfully added dummy players to the database, confirming its functionality. John had worked on the logic for organizing the pieces in back-end, with some local tests of his own.

Goals for the team included many different things. Sam and John wanted to work on game logic, including rule implementation, piece objects, and board states. Jeff and EJ wanted to work on getting the front-end basic pages loaded. This included the Welcome page, the Login page, the Register Page, and the basic game page. In addition, Vlad wanted to finalize JSON formatting for sending information between the client and the server.

Impediments for the team included other responsibilities from classes and other commitments. In addition, the team temporarily prioritized the second assignment for CS414. Afterwards, the team could work on this Jungle game.

**Monday, October 21st, 2019 - Stand-up**

Since the past Stand-up, the team had worked hard to complete more functionality. Jeff had created the first draft of the skeleton for the game page, with a completed board displayed. EJ made the skeleton for the Welcome page, login page, and registration page. Vlad had worked to complete functionality with the database to allow users to login. Sam and John continued to brainstorm ideas for game logic, including possibly using inheritance, abstract classes, and different types of objects. In addition, Vlad and John discussed formatting for JSON forms.

The team continued to split up the work to complete tasks more efficiently. EJ had a goal to complete the get and post functionality on the front-end to successfully send requests. Jeff wanted to continue his work on the game page by highlighting squares to display possible moves. Sam and John wanted to work on implementing basic piece functionality, and begin to work on getting test coverage for code they write.

Impediments for the team simply included responsibilities for other classes and assignments.

### **Wednesday, October 23rd, 2019 - Stand-up**

Vlad, John and Sam had continued the discussion about specific game logic and the required objects to go along with it. Sam and John worked to implement this basic logic, and pushed several completed piece classes to Github. EJ researched the front-end requests, finding the code to complete requests, while Jeff continued to work on the main Game Page.

Before the next Stand-up, Vlad wanted to complete testing for registering users in the database, while EJ wanted to finish implementing the request functionality. In addition, EJ and Jeff wanted to complete front-end functionality for registration and logging in, complete with requests to the back-end. John, Sam, and Vlad planned to work more on the game logic, and to work on implementing the more complicated pieces of the Jungle game.

Impediments continued to be in other classes and responsibilities.

### **Monday, October 28th, 2019 - Stand-up**

Since the previous stand-up, Vlad had tested the registration functionality, and confirmed that both the registration and log-in functionality was working correctly. In addition, he and Sam worked to implement the special moves for the rat, tiger and lion. John continued to work on "legal moves" arraylist on the back-end and worked on completing the board initialization. He also worked on the board class and testing classes in general. Jeff fixed bugs on the front-end, began working on the development manual, and the JSON format finalization. EJ completed the code for get and post requests from the front-end to the back-end and began rendering primitive pieces on the front-end.

Vlad wanted to complete the testing for the back-end. John wanted to finish initializing the board, and fix the bug involving the pieces needing to jump over the water. Sam wanted to continue to work on and test basic logic. Jeff wanted to finish setting up the specific requests for sending data to the server. EJ wanted to finish rendering the board.

Impediments were the same as previous stand-ups.

### **Tuesday, October 29th, 2019 - Sprint Review/Retrospective with Dr. Moreno**

During our retrospective with the Product Owner, the team briefly reviewed the work that had been completed. Although we did not have a working demo, we explained our progress with completing the game's logic and front-end functionality as well. In addition, Dr. Moreno informed us that we should be sure to have a working demo to demonstrate to the Product Owner at the

end of the next sprint. With a working demo, she could review the acceptance criteria and work with the system herself. She also mentioned that the team should work to include the new User Stories that were introduced at the beginning of the sprint.

Overall, Dr. Moreno was satisfied with the team's performance for this sprint and the stories that were completed. This shows that the improvements made from the previous retrospective were beneficial.

In addition, Dr. Moreno also discussed what she was expecting for the presentation. She told us we should briefly talk about our User Stories, acceptance criteria, tasks, CRC cards, UML diagram, development manual, traceability matrix, kanban board, and the conclusion of our review. However, another large part of the presentation would be the demo. She told us not to show source code, but only the game itself. She emphasized that we should show different features and functions that we implemented.