

Sprint 2 Review

The initial goal of the sprint was

- Enable communication between the client side and server for showing the question and answers
 - Trimmed Game class for communication
 - Front end orientation (go from splash to game etc)
 - User enters name
 - Name communication
 - FXML for the game screen
 - Back end controller for the game requests
- Requirements that were met during the sprint
 - All requirements except those mentioned later were met
- What went well or went poorly during the sprint
 - More organised sprint as a whole ie. better plan at the start
 - More individual responsibility for merge request
- Any adjustments that are going to be made moving forward
 - More engagement on Git
- What has not yet been done?
 - Seconds polling to the client not to the terminal
 - Fix answer communication
 - Any challenges encountered during the sprint
 - Issues based on waiting for other people's code
- Any wins during the sprint.
 - Enabling communication between front end and back end
- Changes from the original plan.

- We did not deviate significantly from the plan
- The next steps for the sprint team.
 - Admin Database
 - Communication for answers and jokers
 - Polling with a thread
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