

Sprint 3 Review

The initial goal of the sprint was

- Complete all of the must requirements including
 - Enabling communication of correct answer to user and showing them this information
 - Storing and communication of leaderboard for single player games
 - Front end design for leaderboard
 - Redesigning of game screen
 - Storing and communication of user score
- 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 interaction on Gitlab ie. faster code reviews
 - Getting stuck on the musts ie. deadline made it harder to look ahead when waiting for code
- Any adjustments that are going to be made moving forward
 - More clear discussion of when sub tasks need to be done so that there is more accountability
- What has not yet been done?
 - Fix game screen to accept all sizes of answers
 - Bugs in correct answer
 - Playing multiple games back to back
- Any wins during the sprint.

- Super good implementation of the leaderboard from Borislav of the design from Stefan
- Changes from the original plan.
 - We did not deviate significantly from the plan
- The next steps for the sprint team.
 - Communication of user reactions Mao
 - 3 hours
 - Front end of user reactions Mao
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 - Front end of the Admin for DB Stefan
 - Communication for Admin services Stefan
 - Picture is connected to the question and displayed on the client
 - Points dependant on amount of time Chris
 - Leaderboard multiplayer Chris
 - Lobby front end (before game) Borislav
 - Taken name Borislav
 - Joker half time Shash
 - Joker double points Shash
 - Joker to eliminate wrong answer