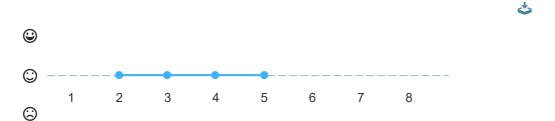


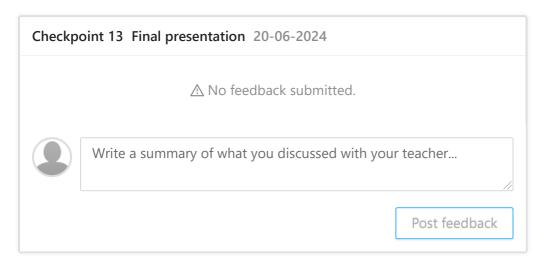
▲ My feedback

4 Group feedback

Peer feedback

Ehv-S-A-RB06-Group2 TLC Quantum - Quantum Chess





Students in this group

Search students...

Geerman, Genelle G.N.J. Hristova, Gabriela G.G. Jacobs, Lucas L.L.G.T.

Meek, Maike M.Z.E. Wolfs, Esther E.A.C.

Checkpoint 12 Sprint 4 review 06-06-2024



Jacobs, Lucas L.L.G.T. 6 days ago

During the review of sprint 4 with the stakeholders, showed the progress of the deployment, with also the finishing touches we had to take to finish the application. We applied the feedback and we left the action points out of the presentation to avoid confusion. During the sprint we had a lot to do, therefore the main focus of this sprint was related to implementing the functionalities.

After the presentation, we got some feedback:

Action point: When presenting the research that is done, also explain in the demo where it is applied and why this benefits the application.

Goal: To explain why the research benefits the application.

Overall the client is pleased with the outcome.

Checkpoint 11 Standup 23-05-2024

 ⚠ You didn't submit feedback for this checkpoint.

Checkpoint 10 Sprint 3 review 16-05-2024



Jacobs, Lucas L.L.G.T. a month ago

During the sprint 3 reviews with the stakeholders, we showed the improvements that the teacher told us to work on, therefore we showed the envisioned user stories with the finished user stories. After this, we also applied the quick demos for the user stories that are related to the documents. Moreover, we had a quick demo showing small features for the front end. At the end we showed the user stories that we need to work on. Throughout the sprint, we had several meetings with the Quantum TLC, where have concluded to focus on TicTacToe with a challenge mode. Therefore we need to fully focus on making this work before the first demonstration, which comes down to implement and have a fully working application that is finished around June 9th.

Right after the presentation, we received feedback from the semester coach:

- Action points description was unclear. This can be due to the lack of knowledge that he did not have the chance to get because of the several meetings we had with the clients. It was clear to the clients.
- o Goal: May look into a clearer pronunciation of the slides with a clear separation of what has been done.
- The client is glad with the progression and the group works in a agile and structured way. Good job that the client is happy and the communication with each other is being fluent.

The stakeholders are very pleased with the way we are working and taking this opportunity to make a solution for the TicTacToe implementation. Overall the group is working well with each other, we know what we can expect from each other. Due to the tight deadlines and the individual project being also a big priority, it becomes more difficult to manage it with each other, nevertheless, we are doing a great job of trying to make this as fluent as possible.

Checkpoint 9 Review Sprint 2 18-04-2024



Jacobs, Lucas L.L.G.T. 2 months ago

During the sprint 2 review with the stakeholders, the group showed the finished user stories with a demo of our product thus far. The presentation also included the new goals that the group is going to work on, this is mainly focused on the tournament system itself and making a deployment environment so that we can fully focus on making a first live demo, given at the beginning of June. Therefore, an action and idea was instantiated by the Scrum Master (Genelle), to separate the group in two, so that one can focus on figuring out how to implement the logic for the game. In contrast, the others are focused on the tournament application. This is divided as follows:

- · Lucas, Maike: Game
- Genelle, Gabriella, Esther: Tournament application.

Furthermore, after the presentation, we got immediate feedback from our semester coach, who said to improve.

- Have at the beginning of the presentation an overview of the agreed user stories that we wanted to finish by the end of the sprint, and then a slide of the actual finished ones.
- o Action next sprint: Revision the agreed user stories and have an extra slide in the presentation explaining what has been done, why certain aspects are not yet implemented, etc.

☐ Goal: To give a reason to the client why we could not reach the goals we set/did more than we had anticipated. This will give the client a more understandable appreciation of our finished products and give a better overview of what still needs to be done, to prioritize the products the client wants to have by the next sprint.

- A technical aspect inside of the application to make it work doesn't need to be in a user story, the client just wants it to work.
- o Action for the next sprint: Looking more in-depth with the whole team if a certain aspect of the products we are making needs to be described.
- ☐ Goal: Organized and well-understood user stories for the client.
- Small detail, provisioned goals need to be new sprint numbers.

Overall, the client and stakeholders are pleased with the progress. To look back at the group's development, we communicated well, everyone was talkative when they could not be present, and also when we were discussing topics, everyone gave their input. We met the deadlines for the set of products each one of us wanted to finish, but we can still look a bit more into discussing main topics that are relevant to discuss together, such as architecture and security. Nevertheless, we are already doing this, but

due to the outcomes and time pressure from the first live demo, certain decisions need to be made with the whole team there input, to then meet the deadline. So to conclude, the sprint went well with as final action point being to make well-thought-out decisions, where the whole team is standing behind.

Checkpoint 8 Standup 11-04-2024 🔒



Meek, Maike M.Z.E. 2 months ago

During todays standup we had a quick discussion what everyone was going to do, the sprint board was up to date, and everyone was aware of what everybody's tasks were. Overall, it was a good stand up.

Checkpoint 7 Sprint 1 review 28-03-2024 ■



Meek, Maike M.Z.E. 3 months ago

During sprint 1 review we gave a presentation where we recapped what we discussed last time, the progress made in sprint 1, and the upcoming goals for next sprint.

Overall, the stakeholders were happy with the progress. We did get feedback from the semester coach about adding our user stories as items that we are going to work on in the slides so that everything we work on is a user story. Besides that, we need to add our research and explain the main take aways from our research during a sprint review presentation and send them the research as well.

Checkpoint 6 Standup, research plan, portfolio 21-03-2024



Meek, Maike M.Z.E. 3 months ago

We had a standup that he attended where we discussed plans for this week, and what we want to finish by the end of this week. We updated the backlog and went into some technical detail about one action point. We got feedback from the teacher to keep our standups focused on planning and go into detail after the stand up.

In the afternoon we had a discussion with the semester coach where we showed our research plan, got feedback, and had a discussion about the portfolio on how to set it up.

Checkpoint 5 Week 5 - BP and F 18-03-2024





Meek, Maike M.Z.E. 3 months ago

Today we looked at the front-end that is in progress so far as well as the c4 and c3 diagrams that have been created.

For the front-end we showed the functionality for login and registering and clicked through it and then showed the front-end testing as well to prove that it is checked besides only clicking through it ourselves. Also discussed why we started with the login functionality, since it's a functionality which the stakeholders prioritized.

Then we looked at the C3 and C4 diagram, here we walked through scenarios and found out that certain controllers were missing or connections between these controllers were missing so we planned to update and go through scenarios again together. Also looking into nonfunctional requirements in the C3 diagram. And knowing what data is important and how we will protect that data.

Checkpoint 4 Week 4 - BP and F 11-03-2024







Hristova, Gabriela G.G. 3 months ago

We had a short meeting, discussing our progress on the project. We showed them our user stories, task board, and project plan. In the project plan, the testing should be defined: what are we testing and what are we using for those tests. We need to create user acceptance criterias and tests. For our user stories we need to "hide" the developer role from the stakeholder because they do not need to be informed about the technical aspects of the project. We can have a document for ourselves where we can have these user stories (with role developer) in order to make sure we have a more technical in depth requirements that align with the user expectations and for us to have a clear view of the overall project and its architecture.

And finally, we also need to update the coding guidelines so it is up to date.

Checkpoint 3 Sprint review sprint 0 07-03-2024





Meek, Maike M.Z.E. 3 months ago

We had a progress meeting with the stakeholders at their location on Thursday, during this meeting we showed our progress of the last sprint which consisted of updated wireframes and updated documentation. We explained the user stories that we worked with, and how we want to use these user stories and how they can help us fill in the sprints by choosing user stories with us.

The feedback that we got during this meeting is regarding typing out more technical terms or have a legend where these technical terms are explained. They also wanted us to include more stakeholders that have some knowledge regarding chess to make the program more professional. Furthermore, they mentioned to be happy with the progress and the wireframe design.

In the text below you can see the meeting minutes that we gathered from this meeting:

Present:

Maike Meek, Gabriela Hristova, Lucas Jacobs, Genelle Geerman, Esther Wolfs

Mohammed-Amin Moradi, Basten G.B. van der Vorm Gerard Elbers

AP = Action point

D = Decision

Next Meeting: Online, 28th March 9am

//AP (Maike): Send the document with the user stories

//AP (Genelle): Document: How to write bug reports

//AP (Stakeholder): Ask a professional chess organizer to check the application and see what needs to be in the website, add features if needed //AP (Stakeholder): Ask the creator of the game if it is possible to create a WebGL build of the game and send it to us

//AP (Stakeholder): Ask TLC Quantum Delta id they have any questions about our project

//AP (Stakeholder): Send us back document with user stories with priorities before Monday (if it is not possible, need to let us know)

//D (07/03/2024): If you use technical terms in the documentation, explain what it means $\frac{1}{2}$

//D (07/03/2024): Reference abbreviations in the documents and explain what it is

//D (07/03/2024): Use first and last name instead of usernames //D (07/03/2024): There needs to be supervision on who is actually registering (no random people)



Elbers, Gerard G.J. (Teacher) 3 months ago

Good start. I would like to see your next sprint deliveries in terms of User Stories.

Checkpoint 2 Talk with SC 29-02-2024





Jacobs, Lucas L.L.G.T. 4 months ago

We had a short stand-up meeting, saying what everyone worked on and what he/she was going to do. From our semester coach, we heard that the backlog looks good and the progress we are making is also great.

Furthermore, we have to keep in mind that everything should be viewed as a User Story. Without a proper User Story definition, it is unclear who is working on what. In agile you should work on a User Story that can be further divided into smaller tasks.

Checkpoint 1 21-02-2024



Jacobs, Lucas L.L.G.T. 4 months ago

HackIT (week 1):

To begin, we kicked off the group project by having a session on Tuesday to discuss the roles of each team member of the group, also we made a start on structuring the documents.

Wednesday: Short kick-off meeting with each other, discussed with our technical teacher what we are going to do. We had brainstorming sessions, made questions for the client meeting, and made prototypes.

Thursday: At 9.00 we had a short stand-up meeting with our semester coach, he explained the way of working and some proposed ideas of how to tackle the first sprint. Furthermore, we had a client meeting with the product owner, the semester coach, and the eduqation team.