Sprint Review Report

Sprint #:	2	Date:	2025-05-27
Team:	10		

1. Sprint Summary

• Story Points Planned: 45

• Story Points Completed: 45

• Velocity (avg. last 3 sprints): 38
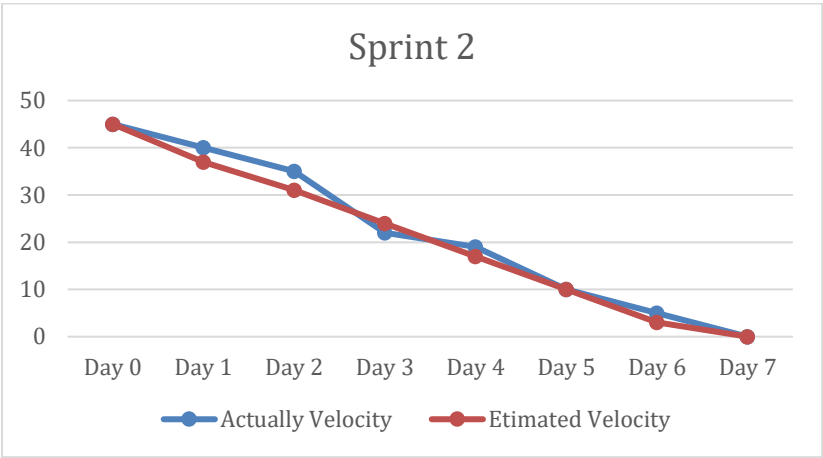
2. Implementation Notes & Technical Issues

During Sprint 2, the team successfully implemented all 45 planned story points, focusing on advanced shape manipulation features and canvas usability enhancements. The completed User Stories include:

- Shape preview while drawing (U.S. 2.3)
- Move operation (U.S. 2.4)
- Changing fill and border color (U.S. 2.5)
- Shape Resize operation (U.S. 2.6)
- Cut, Copy and Paste operation (U.S. 2.7, U.S. 2.8, U.S. 2.9)
- Undo functionality (U.S. 2.10)
- Bring to front, Send to Back (U.S. 2.11, U.S. 2.12)
- Implementation of zoom levels (U.S. 3.1)
- Scrollable Canvas (3.2

3. Backlog Notes & Adjustments

- User Story 3.2 (Multiple predefined zoom levels): This User Story was implemented using a continuous slider for zoom. While a slider allows for various zoom levels, clarification with the Product Owner may be needed to confirm if this implementation fully meets the acceptance criterion mentioning "predefined" levels (e.g., 50%, 100%). If discrete buttons or specific menu options are required, this User Story might need further iteration or a new item in the backlog.
- Technical Debt: Any minor bugs identified during the sprint and not immediately resolved should be documented and added to the Product Backlog as technical debt to be addressed in upcoming sprints. For instance, the potential logical inversion in ResizingState.java should be verified and corrected.
- Future Estimations: The experience gained in implementing complex interactive features (move, resize, undo) could lead to a re-evaluation of story point estimations for future User Stories with similar complexity (e.g., those in the 4.x group in the Product Backlog).
- Testing: The need to refine or expand the suite of unit and integration tests might have emerged, especially for state management and the Command pattern, to ensure greater code coverage and robustness. This could be translated into specific tasks in the backlog.