Sprint Report 3

What does the Sprint Report contain:

* Contains the dates of the sprint (when it started, when it ended)
  + 11.12.2023 - 22.12.2023
* Overview of the team and their planned capacity
  + Stefan Tudose was the coordinator of this Sprint, as he is responsible of the server-side of the application, while closely shadowed by his teammates. Matei Popescu continued to make small adjustments in the game logic, to allow for a smooth interaction between the site and the logic already implemented
* List of backlog items planned to be developed in the current Sprint
  + List of User Stories that are (at least partially) addressed in this Sprint, their Acceptance Criteria.
    - As a casual player, I want the game to be web based, so it is easier to access and play
      * Acceptance Criteria: The website is completed and fully functioning
    - As a casual player, I want to be able to play unranked games, so there is less stress of losing ELO.
      * Acceptance Criteria: Implement an unranked gamemode
  + Indicate items that were added after the Sprint start
    - We built the server side of the app
    - We added the frontend part of the site
    - We built the matchmaking functionality
    - We configured a communication functionality between the opponents
  + Indicate items that were removed before the Sprint end
    - We decided to remove some piece abilities because we felt that the game could become overwhelming
* Status of planned items and their status
  + Marking the done items
    - Marking which Acceptance Criteria were fulfilled by the issues solved in this Sprint
      * Acceptance Criteria: Implement an unranked gamemode -> All of the games are unranked by default, as the user login feature and identity has not yet been implemented
      * Acceptance Criteria: The website is completed and fully functioning: It indeed is, it is relatively reliable and the bugs are bearable (for instance, entering and leaving a queue very fast does not truly exit the queue)
  + Marking the unsolved items, and what are you going to do with them (push to future sprint, eliminate from project, etc.)
    - Everything that was planned in this sprint was successfully completed
* Sprint Review (This can be an audio recording of your team’s discussion)
  + We are proud to announce that the game is now fully functional and that the alpha version can be released to the general public! Players can now enter a new game with each other and interact, tasting the flavor of revolutionarily combining the two genres, Chess and RPG!
* Sprint Retrospective (This can be an audio recording of your team’s discussion)
  + There are still many bugs that need to be addressed, as well as features that will need to be implemented for the game to be enjoyable
  + The login functionality is a must, because the game needs a sense of identity
  + Piece abilities are still overwhelming to the new player, so move indicators must be adapted, to match all of our competitors