**Sprint 1 Deliverables – TEAM SHI:**

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**B.)**

B.1) **STILL NEED PICTURES**

B.2) At the start of the project, it was tougher for our team to get Github working properly because between all 3 members, there is very little experience. Eric has used it before, but Matt and I have not had any experience whatsoever. Between the documentation on canvas, and Eric, we managed to figure out a way to make sure that we’re sharing things properly and nobodies’ work is getting over-written.

Another thing is just fixing bugs in general. We’ve divided the work up properly, so each group member is working on their own separate piece, so we’re not going to run into problems talking between files quite yet, but like any program, there are usually very small things that you miss because you’re staring at it for far too long. The only way we’ve worked through this problem is by asking questions and having another team member look at each person’s problem code and working through it to find a solution. So far, it’s worked out nicely, and everyone’s noticeable bugs have been corrected.

B.3) When we started this project, our main concern was finding a project that would take up the correct amount of time and would challenge each group member and force them to go outside of their comfort zone. That being said, for this first week, we really didn’t make a list of stuff we wanted to get done because we didn’t really know what we were capable of accomplishing. I’d say we managed to get a fair bit done, so from here on out, we’re going to make sure that we make a list of features/stepping stones that we want to accomplish each week. As far as what we did accomplish, I spent a good amount of time working on the game logic portion of things. There are .txt files that contain puzzles and there are .txt files that contain the corresponding solutions. This is important because the game needs some preset puzzles for the user to solve, so that was a big step. Now we have data (puzzles) to work with. As far as the GUI goes, Matt got a working window and added the 81 required text boxes. The GUI isn’t communicating with the Game logic/Server yet, but that’s the next step. Eric worked on the server/client communication which turned out to be harder than expected, but that could be due to the school’s network and how it allows outgoing/incoming connections. For the first week, we definitely have a good start to this project.

B.4) All in all, I think the first sprint went very well for our team. We didn’t have a goal of what we wanted to accomplish, but I think that’s ok because in the end, we did quite a bit. The communication can improve, but that doesn’t mean it was bad. We each have each other’s cellphone numbers and emails, so there’s no way for one member to not be contacted when work is being done or changes are made to the repo. We met outside of class twice this week (Tuesday and Thursday), which I think we will continue to do because we got quite a bit done when the other group members were there to bounce questions off of. We haven’t taken advantage of Scrum a lot, so that’s one thing that we’re all planning on changing in the following weeks. So far, our time estimates seem to be very close to what is actually being put in. There are some that are a little over, and there are some that are WAY over, but we have yet to have one that was under budgeted which is good. In the following weeks, I don’t think there’s much we need to change other than what was mentioned prior. We used this first week as a guide, so next week, we’re going to improve our technique, set goals, take advantage of Scrum, and hopefully, we will see our efficiency increase.

B.5) SEE FILE: “TSPTeam4Project.dia” for UML Class Diagram

B.6)