Sprint 3 – Deliverables

A. Eric Celerin || Mitchell Baer || Matt Dean-Hall

B.1) SEE: Update Screen.png (New boot screen)

SEE: UpdatedUI.png (Updated look to the game screen)

SEE: Winner.png (Winner pop-up screen)

B.2) Like the last sprint, the only issues we really ran into occurred when we'd want to add a small feature. We'd implement the feature in the code, but then we'd have to tweak other methods and code so that it was working exactly how we wanted it to without interrupting previously implement features. Eric and Matt spent extended periods of time working together to find the bugs they created and making sure that they were fixed before continuing. All source code can be organized, and that for sure applies here. Our code isn't the cleanest, but Matt and Eric have done a good job locating problem code and adjusting it accordingly.

The only other problem we ran into was with git. We've been perfect up until here, but for some reason, in translation, a merge went bad and code was gone, but the problem there was that the code was extremely important in the GUI/Server, so the game wasn't functioning like we were expecting it to. We had to read the Git manual in the terminal and ended up using a hard reset to set the repo back a version that we knew was working properly and had all of the added code from that day.

B.3) Coming into this final sprint, we had a working program. It was possible to make “moves”, there were some small added features that were outline in the Sprint 2 Presentation, but the goal for this 3rd and final sprint was to further this. So far, in this sprint, we've implemented a win condition, that does exactly as it says, we've implemented a timer, to keep a running server time, we've attached usernames to Ips, etc. We've implemented many more smaller features just to make our game that much better and to make sure that it's the best it can be in the final sprint. On top of that, Mitchell had to dust off the game logic and add a few more methods that would be able to tell the server if the user has won or not, so he was able to generate another JUnit test in order to make sure that it was working properly and there fore could be used properly.

B.4) The third sprint, minus the git problem, has gone just as smooth as the previous. The timing of it all has lead to some other distractions (exams, etc.) but even with the before mentioned distractions, Team 4 has continued on and stayed productive. We've implemented many more features that the previous sprint, and over-all source code production has continued. As far as the team's development and communication throughout the project, it has been good. After the first sprint, we set goals and sat down and go to work. The very first sprint was dedicated to the start-up things like planning, UML, etc, so after the first sprint, we didn't have much development time collected. So at the start of sprint 2, we sat down and figured out what exactly we wanted to get done by the end of sprint 2, and we ended up meeting those goals and then some. With such great success in Sprint 2, we sat down at the beginning of sprint 3 and determined, given the time, what we needed to get done in time to have a working product at the end. Not necessarily finished, but working, and at the end of Sprint 3, we have just that. There are bugs still, but it's just small things that would require a bit more attention if the time allowed.

B.5) Team SHI doesn't have any new design documents for this sprint

B.6) ADD BURNDOWN CHART!!!