#Sprint 1 Planning

- Use case diagram
- Use case description
- Make the system sequence diagram
- Start the security
- Create the domain model
- Work on analysis/ design

Daily Scrum

Day #1 (10th of July)

1) What was done:

    a. Polished group description
    b. Finished the introduction for project report
2) What is going to be done today?
    a. Product backlog
    b. Use case diagram
    c. security section
    d. Make the use case description
    e. Domain model
3) Anything impending our progress
    a. Small time management problems

Day #2 (11th of July)

1) What was done?
    a. Product backlog
    b. Use case diagram
    c. Some of the use case description
    d. Domain model
    e. Started the Security section

2) What is going to be done today?
    a. Review product backlog and exclude requirements that are irrelevant
    b. Check the Domain model
    c. Review the use case and use case description
    d. Continue the security
    e. Sort the requirements and split them by priority
    f.
3) Is anything impeding our progress?

Day #3 (12th of July)

1) What was done?

       a. Split the requirements
       b. Described the domain model
       c. Finished the security
2) What is going to be done today?
       a. Start the design
       b. Make the system sequence diagram
       c. Describe the diagrams
3) Anything impending our progress?

Sprint Review

- Finished the analysis section
- No user stories implemented

Sprint Retrospective

- Evaluate your progress
  - ❖ We are working well
  - ❖ Going slow but not too slow. We will get the tempo later

- What worked well?
  - ❖ Relying on other team members
  - ❖ Splitting tasks
  - ❖ Being honest when planning(Do not try to do everything at once)

- What needs improvement?
  - ❖ Task segregation
  - ❖ Pay more attention to the documentation and official templates
  - ❖ Make a good schedule
  - ❖ Scheduling and scrum

- Suggestions how to improve:
  - ❖ Find a place to meet in person as it is much more effective than the online ones

Sprint 2 Planning
- Start the skeleton and the stub of the system
- Try and set the github project
- Study the GRPC
- Start implementing the user stories

Daily Scrum

13. July

1) What was done?
   a) Researched on GRPC
   b) Finished the analysis section
   c) Started the design section

2) What do we do today?
   a) Create the class diagram
   b) Start implementing the user stories
   c) Describe the tier architecture
   d) Describe the technologies that will be used

3) Is anything impeding our progress?
   a) Existential crisis
   b) Problems with GitHub(Not possible to push into the repository)

14. July

4) What was done?
   a) Started the class diagram(needs reviewing and improvement)
   b) Described the tier architecture
   c) Started the database
   d) Designed the model classes

5) What do we do today?
   a) Update class diagram
   b) Basic architecture
   c) Research on design artifacts
   d) Start implementing the second tier
   e) Draw a script of the front-tier

6) Is anything impeding our progress?
   a) The desire to enjoy the summer
   b) Still the problems with github

15. July

7) What was done?
   a) Updated the class diagram
   b) Created the model classes for game and user for the second tier

       c) Started to implement the model classes

8) What do we do today?
       a) Created the migrations for the database
       b) Created the Services interface
       c) Create the Controllers
       d) Implement the model classes
       e) Create GRPC service

9) Is anything impeding our progress?

       a) Lack of time

Sprint Review
- Started to implement critical priority user stories
- Managed to sort something with GRPC
- Created the database

Sprint Retrospective

- Evaluate your progress
  - ❖ The working process is good but we need to work harder due to lack of time

- What worked well?
  - ❖ Having the meetings in person I think

- What needs improvement?
  - ❖ Communication it seems
  - ❖ The working flow
  - ❖ Making better tasks.

- Suggestions how to improve:
  - ❖ Scrum master needs to handle the sprints (meetings scheduling, sprint docs, etc)
  - ❖ As we move into the Project period, agreeing on defined time when other members are available in order to work on the project

Sprint 3 Planning
The goal of the sprint is to implement all the critical requirements

#	User Story

1	As a customer I want to be able to buy a game in order to play it.
2	As a customer I want to be able to register and login, in order to access the system
3	As an admin I want to be able to add games to the system so that the system can display a bigger variety of products.
4	As an admin I want to be able to remove games from the system in case they are no longer available.

- Refactor code
- Create the view for registration
- Add game into the database
- Create the users in the database
-

Daily Scrum

16. July

1. What was done?
   - Code cleanup
   - Research Mutexes
   - Documentation

2. What do we do today?
   - Design
   - Work with Process Report
   - Testing
   - Documentation

3. Is anything impeding our progress?
   - Life, everything

17. July

1. What was done?
   - Project Report Introduction
   - Process Report Introduction
   -

2. What do we do today?
   - Update cd
   - Finish fixing the design
   - Er diagram
   -

3. Is anything impeding our progress?
   - Time

18. July

1. What was done?
   - Updated Data CD
     i) Reviewed
   - Finding test cases
   - Reviewed intros in project and process
   - Started abstract
   - Domain model, finished in report, waiting for review

2. What do we do today?
   - Project Report
   - Final ER
   - Process report
   - Documentation on design

3. Is anything impeding our progress?
   -

Sprint Review

#	User Story
1	As a customer I want to be able to buy a game in order to play it. <mark>Implemented</mark>
2	As a customer I want to be able to register and login, in order to access the system <mark>Implemented</mark>
3	As an admin I want to be able to add games to the system so that the system can display a bigger variety of products. <mark>Implemented</mark>
4	As an admin I want to be able to remove games from the system in case they are no longer available.<mark>Implemented</mark>

1. Evaluate your progress

   a. Went very well, some communication difficulties in the beginning.

b. The progress improved since last time

c. The process of work is faster than before

2. What worked well?

a. Communication

b. Using Trello .

c. Sessions of coding together.

3. What needs improvement?

a. Start burndown chart

b. more initiative I would say.

c. Documentation. .

d. Attendance and participation from all group members within the teams

e. Planning of the tasks and their distribution

4. Suggestions how to improve:

a. Time management for the tasks

b. More use of Trello. Infrastructure for testing

c. Be more initiative with tasks.

d. Plan better the tasks we are supposed to work on

Sprint 4 Planning

#	User Story
5	As a customer I want to add games to the basket so that I can buy them later.
6	As a customer I want to be able to see my basket in order to check which games I added.
7	As a customer I want to be able to remove games from my basket in case I change my mind.

8	As a customer I want to be able to manage my personal profile, in order to keep my information up to date.
9	As an admin I want to be able to edit game information so that I can keep it up to date.
10	As an admin I want to be able to manage my personal profile, in order to keep my information up to date.

- Layout for manage personal profile for customer and admin
- Implement the basket so that the customer coil buy several games at once
- Test cases
- Update database ER-diagram
- Testing
- Update Class Diagram
- Save updated information in the database

Daily Scrum

19. July

1. What was done?
    - Was improved:
        - Use case diagram
        - Project Initiation
        - Project Description

2. What do we do today?
    - Settle on design
    - Code cleanup
    - Test cases
    - Figure out how to implement the basket
    - Db ER

3. Is anything impeding our progress?
    - Lack of team members, lack of motivation

21. July

4. What was done?
   - Code cleanup
   - Db ER
   - Documentation
     - Burndown chart

5. What do we do today?
   - Merge cleanup
   - Testing
   - Documentation
     - Project Report

6. Is anything impeding our progress?
   - Work, lack of motivation, no supervisors

22. July

7. What was done?
   - UI changes
   - Document review
   - Task research
   - Started testing

8. What do we do today?
   - Update CD
   - Update analysis doc
   - Continue testing

9. Is anything impeding our progress?
   -

Sprint 4 Review

#	User Story
5	As a customer I want the games to be sorted in categories, so I can find what I am looking for more easily. <mark style="background-color:lightgreen">Approved</mark>
6	As a customer I want to be able to search for specific games by typing their title so I can save time. <mark style="background-color:lightgreen">Approved</mark>
7	As an admin I would like to add another admins to the system in order to be able to handle the system as it grows bigger <mark style="background-color:red">Not Approved</mark>
8	As a customer I want to be able to manage my personal profile, in order to keep my information up to date.<mark style="background-color:lightgreen">Approved</mark>

Sprint 4 Retrospective

1. Evaluate your progress

    a. Things went smoothly, but we cannot implement 3 user stories
    b. Going strong.
    c. It is going better and better.
    d. Better than last sprints, managed to finish the tasks
    e. Seems impossible to implement the basket at our current state

2. What worked well?

    a. Trello really helps, especially with the tasks.
    b. Structured ceremonies give an overview
    c. best to show up or notify if group members are unable to attend
    d. Group communication gets better each sprint.
    e. Structured work and clear task make the work process very easy and understandable

3. What needs improvement?

    a. Using Trello, everyone needs to use it or it's pointless
    b. Try better on giving feedback for finished tasks
    c. Programming skills
    d. Presence and involvement

4. Suggestions how to improve:

a. Eat healthier.
b. Remember to take breaks to not burn out
c. Look at Trello more often
d. Check Trello's Review column from time to time
e. Don't skip sleep (sleep is for the weak, you can sleep when you're dead
f. Remember to drink water. And eat

Sprint 5 Planning

9	As an admin I want to be able to edit game information so that I can keep it up to date.
10	As an admin I want to be able to manage my personal profile, in order to keep my information up to date.

#	User story
11	As a customer I want to be able to see my basket in order to check which games I added.
12	As a customer I want to add games to the basket so that I can buy them later.
13	As a customer I want to be able to remove games from my basket in case I change my mind.

The goal of the sprint is still to implement the basket

- Improve the UI
- Add some game to the system
- Finally implement the basket
- Implementation chapter
- Project Future
- Documentation in general
- Design: Design choices
-

Daily Scrum

25. July

1. What was done?
   - CD and Architecture
   - Code commenting
   - Testing
   - Code optimisation

2. What do we do today?
   - Try and finish with the UI
   - Fix the bugs
   - Project Future
   - Design patterns

3. Is anything impeding our progress?
   - Lack of knowledge/ skill/ idk

26. July

1. What was done?
   - UI seems ok-ish
   - Design patterns
   - Started project future
   - CD finished

2. What do we do today?
   - Fixed the bugs with searching games
   - Sort the games by their categories
   - Add more games
   - Implementation
   - Documentation

3. Is anything impeding our progress?
   - Sleeping

27. July

1. What was done?
   - Documentation
   - Methodology
   - Testing - unit test docs
   - Reviewed a lot of shit
   - Reviewed all diagrams one more time

2. What do we do today?
   - Personal reflections

- Finish architecture
- Implementation

3. Is anything impeding our progress?
   - Weather
   - Seems like everything is against us

Sprint review

9	As an admin I want to be able to edit game information so that I can keep it up to date. Approved
10	As an admin I want to be able to manage my personal profile, in order to keep my information up to date. Approved

#	User story
11	As a customer I want to be able to see my basket in order to check which games I added. Not approved
12	As a customer I want to add games to the basket so that I can buy them later. Not Approved
13	As a customer I want to be able to remove games from my basket in case I change my mind. Not Approved

1. Evaluate your progress

a. Good progress, but somewhat running in circles
b. Good-ish
c. Could have been better. A lot of time was spent on searching for information and a lot of stuff wasn't implemented .

2. What worked well?

a. Help from other team mates, much appreciated
b. Communication, decentralized work load and pair coding
c. Checking and rechecking documentation, as we found out

3. What needs improvement?

    a. Documentation
    b. Documentation
    c. Documentation

4. Suggestions how to improve:

    a. Sleep. Document more

5. How stressed are you out of 10 ?

    a. 10
    b. Need more sleep
    c. Probably a 9

Sprint Review

#	User Story
11	As a customer I want to be able to see my basket in order to check which games I added.
12	As a customer I want to add games to the basket so that I can buy them later.
13	As a customer I want to be able to remove games from my basket in case I change my mind.
7	As an admin I would like to add another admins to the system in order to be able to handle the system as it grows bigger

Goal : final touches and documentation

- Try to implement all the requirements
- Documentation
  - Design
  - Implementation
  - Testing
- Project future
- Finish process report

Daily Scrum

28. July

1. What was done?
   - Documentation
     - Personal reflections
     - Start Results and discussion chapter
     - Started test cases

2. What do we do today?
   - Code Architecture + cleanup
   - Merge into main
   - Documentation
   - Test cases

3. Is anything impeding our progress?
   - Probably

29. July

1. What was done?
   - Documentation
     - Design
     - Personal ref
     - Project future
     - Implementation
     - Use case description
     - Result & discussion
   - Test cases
   - Class diagram
   - Documentation
     - Astah SVG
       - CD
       - ER
     - Implementation
     - Architecture overview
     - System sequence diagram

2. What do we do today?
   - Documentation
   - Project future

3. Is anything impeding our progress?
   - Cleaning up Trello

30. July

1. What was done?
   - Class diagram doc
   - Result & disc
   - User Guide
   - Personal ref
   - Process introduction
   - Design chapter
   - Created Hand-in folder for appendices
   - Project future
   - Documentation
   - A lot of reviewing

2. What do we do today?
   - Documentation
   - Sort appendices
   - Documentation

3. Is anything impeding our progress?
   - Lack of resources, i.e. sleep/time/nutrients/motivation/movement of legs

Sprint Review

#	User Story
11	As a customer I want to be able to see my basket in order to check which games I added.<mark>Not approved</mark>
12	As a customer I want to add games to the basket so that I can buy them later.<mark>Not approved</mark>
13	As a customer I want to be able to remove games from my basket in case I change my mind.<mark>Not approved</mark>
7	As an admin I would like to add another admins to the system in order to be able to handle the system as it grows bigger <mark>Not approved</mark>

Sprint Retrospective

1. Evaluate your progress

    a. I think that it became very easy to work, especially at the end of the project period as everybody got used to group working technique

    b. Good. Could always be better.

    c. Better team player than the start, better at communication

2. What went well?

    a. Communication among group members

    b. In person meetings. Helps with collaboration and motivates the team

3. Share your thoughts on the process of developing the system

    a. At the beginning - no idea what was happening - so many people, it was hard to schedule meetings. However, we managed to overcome this and it was really good. I really liked that we kept the communication between us constantly.

    b. Very unstructured at the beginning, but after a while we managed to fulfill the needed requirements.

4. Are you satisfied with the result?

    a. Good work