Scrum Meetings & change of Product backlog - Chat Application

Kwame Melega, Sina Samini, Nikolay Atanasov, Gustav Jakobsen, Mark Brunsgaard, Theis Engelund

Day 0

At this time, we held a short SCRUM meeting before starting any work. A SCRUM master was chosen to guide the meetings. The first meeting allowed the group to establish the workload between the members of the project.
It was agreed that two people would set up the two repositories and the GitHub server so that the project easily could be managed. The project manager within GitHub should be created with additional tabs to track the progress of the project.
The rest of the team was divided into two teams, three people to work on the client and three to work on the server.
The teams would start doing research on how to setup a basic server that can hold up to at least three clients and brainstorm on possible ideas for either a game or other network applications to run on the server.

Day 1

At the start of this meeting the prior day was evaluated, and the progress was discussed within the group. The SCRUM master took notes of the progress made. The change in the backlog was that now the git and GitHub was up and running with every member attached as a contributor. The project had been setup with ticket in the GitHub to track the progress of the overall project.
The git and JAVA programming were set up into IntelliJ on all computers for an easier computation between members of the project. The team who worked on ideas with a brainstorm, had a proposition for the rest of the team, to make a chat-server that could hold up to three clients.
The progress for the next day was discussed and the team was again divided into two teams.
The first team was to begin creating a use case diagram, and the class and sequence diagrams would be created as development continued, while the second team would start with the setup of the Client Class in JAVA.

Day 2

At this sprint the prior day was discussed and evaluated to be able to determine what problems arose the day prior and how the product backlog had evolved. At this time the

team have a ChatServer and a ChatClient running at the same time, which can have up to three different clients connected at the same time. The tickets had been updated to show the progress and to show what still is missing for the project to be concluded.
These alterations were added to the git and hosted on the current GitHub server. New tasks were divided in the team, to try to connect multiple clients from different computers and not just locally.

Day 3

We had been discussing making new repositories for the final product as it would be more coherent than the previously used repository. While the server team attempted to complete the task of connecting multiple clients from different computers, the client team was tasked with creating a GUI.
A few members of the server team began finalizing the UML diagrams, now that the direction of the project was clear. The tasks were split between the group members, so that everyone was occupied.

Day 4

This was the final sprint of the project, where as the program got its last touches to it. The GUI proved to be too confusing and therefore the client team focused more on optimizing the code. New repositories were also created to make the project more coherent.

Conclusion

Everyone contributed to the project, and the sprints were able to put things into perspective, so that the group would not lose focus. Tasks were divided within the members of the SCRUM team by the SCRUM master, and things had to be done by internal deadlines set from the team, which was fulfilled by all of the members. The product backlog changed several times, as seen described in the daily scrum meetings and the changes were tracked daily to ensure that the progress did not go unnoticed.