

Date	What you accomplished	How it went – faster than expected? Slower? Unforeseen problems? Concerns?	What you plan to accomplish next	Any other foreseeable challenges?
11/02	Cuong & Lily: Visual representation on Figma first version done Anurag & Minh Anh: CRC cards done & start discussing UML classes	Nothing much. First day working so far so people still on track, keeping up with how to use the Git comment on issues	Lily: Product backlog, research with JavaFX capabilities/ Cuong: Design & JavaFX / Anurag & Minh Anh: Finish UML Cards & basic model program	Minh Anh: test coming up, might commit a little less
11/04	Minh Anh & Anurag: Finished UML Diagrams and set up some files for the models. Cuong & Lily: Finished the design for the board. Lily finished product backlog	Lily & Cuong: Faster than expected & work on new things. Minh Anh & Anurag: Run into Git problem & JavaFX setup & get fixed	Create new issues for Lily & Cuong to work on coding the view of the board they design. Finish the model for Minh Anh & Anurag	Merging the work between view and model will require lots of coordination
<u>11/06</u>	The view of the game is finished in programming, classes design and the basic of the model is set up, the logic between the transition of the 2 opening screens is done	Smooth & faster than expected. Run into Git merging issues but individual member figured out how to solve. Some questions about View and JavaFX. Setting up individual components of JavaFX is tedious, looking for ways to have CSS implemented	Functioning game with all the buttons working, the controller is set up to navigate between the views and the model. Initial refactoring and commenting the code to good standard.	Controller logic will be the main issue in the next sprint
11/09	Update comments and refactor code on the weekend. Merging two classes into one with appropriate changes. UML diagrams drawn up to this current point. Agree on the event handler to handle the user input	None. Pretty chill weekend. Lots of different option for the user input.	Controller's logic to play a single game together. 1. Ability to click on pegs (event handler) 2. Update the view with the pegs clicked 3. Submit answer button to get the feedback from the model 4. Update the view with the feedback 5. Check for the number of guess 6. Output win/ lose message	The work is sequential so we plan to take advantage of the time difference to have people work alternately when one sleep others can work.
11/10	Finished all the logic described in the last sprint. Work in sequential order: Lily, Anurag, Minh Anh, Cuong to complete the task. Game is playable with reset, delete, check answer, quit buttons working properly. Cuong is working on the improvement of the UI overall. Hints and Rules buttons are still under work	Sequential working helps rather than coding at the same time. Make best use of the time difference	Everyone plays the game to see if there's any bugs in the system needs to be fixed. Wait until next sprint for future directions. Improvements of design and code quality overall.	None yet.
<u>11/11</u>	Game play with all the buttons working.	Everyone contributes daily so do not have to put in too much efforts. Smooth transition process handling work from one to another. Communication of commits is important so merging can be resolved	Added feature. Test out different JavaFX capabilities. Divide and conquer to work on different things people are interested in.	Git branches may be tough. Confetti animation might be tough. Anurag won't be able to attend last Scrum meeting because of moving
11/13	Anurag: Had the logic of the animation working in a separate branch. Lily: change the screen with different modes and have it working. Cuong: working on the theme Minh Anh: add comments and try to remove some hardcode stuff in the code	Each individual work fine on their own and update the progress on the team Discord channel.	Still work on the same issue on Gitlab	Expect a git conflict from Lily & Cuong but seem easy to solve. Anurag will be applying for grad so might not work as much.
<u>11/16</u>	The gif works, theme also works, the three modes work with some glitches that need to be updated	Smooth because people are working on their task. Minh Anh unable to work much because sick,	Look more into the delete for the master, last row output for the losing mode.	None. People will collaborate together to work on the parts assigned.
11/18	Newly added themes with the sounds working. Minor bug fixes.	Lily unable to work much, people collaborate and ask for help, feedbacks as necessary	Finish fixing the bugs, Anurag adding the sounds for the buttons, showing the final peg code and response at the last row. Start thinking about the presentation slide and ideas to bring up	Scheduling time for presentation
11/24	Refactoring and initial documentation part started. New theme added.	No work much during the break	Finish up writing the required documents, final testing, adding comments, and refactoring before submission	Scheduling time for presentation with different holidays to consider
	Note: The bold and underlined is the Sprint review & planning.			