

# Daily Stand-Up Summaries for MatchDay: Community Sports Facility Management

## Sprint 1: Initial Setup and Core Features

### Meeting 1: April 7, 2025

- **Discussion:** Kicked off Sprint 1 with the client for MatchDay. Divided tasks: 1 person on user verification (exploring Google as the 3rd party ID provider), 2 on the booking system, 2 on user management. Planned a JSON file backup if the database lags. Set up GitHub repo and Trello board.
- **Progress:** Drafted user stories, e.g., "As a Resident, I want to log in so I can book facilities."
- **Blockers:** Need to confirm the 3rd party ID provider—Google setup unclear.

### Meeting 2: April 9, 2025

- **Discussion:** Worked on user types (Resident, Facility Staff, Admin). Added a dropdown for role assignment in the UI. Discussed needing at least 3 users per type for testing. Started authentication with encrypted passwords.
- **Progress:** Login page with role dropdown done; 1 user story completed.
- **Blockers:** JSON file not loading—causing authentication crashes.

### Meeting 3: April 11, 2025

- **Discussion:** Focused on the booking system for MatchDay. Agreed only Admins approve bookings for now. Started a calendar view, but visibility needs work—Admins should see all bookings.
- **Progress:** Calendar UI stub created; 2 user stories done (login, basic booking).
- **Blockers:** Unapproved bookings not showing in calendar—logic needs fixing.

### Meeting 4: April 14, 2025

- **Discussion:** Fixed UI bugs—passwords now encrypt on submit. Added user onboarding with role assignment. Tested with 3 mock users per type. Set up a basic CI pipeline on GitHub.
- **Progress:** Onboarding works; 3 user stories complete.
- **Blockers:** One team member's commits not syncing—Git issue to resolve.

### Meeting 5: April 14, 2025 (Later in the Day)

- **Discussion:** Wrapped up Sprint 1 with 4 user stories done—login, booking, onboarding, basic admin view. Client liked MatchDay's progress but wants better password docs. Quick retrospective planned Sprint 2.

- **Progress:** Deployed initial build to Azure.
- **Blockers:** None—team's ready for Sprint 2.

## Sprint 2: Expanding Functionality

### Meeting 1: April 14, 2025 (Evening)

- **Discussion:** Planned Sprint 2 for MatchDay with the client post-Sprint 1. Focused on maintenance reporting and events. Split tasks: 2 on reporting, 2 on events, 1 on UML diagrams for the 4+1 model. Planned in-memory JSON if database fails.
- **Progress:** Started user story, e.g., "As a Resident, I want to report a broken hoop so it's fixed."
- **Blockers:** UML syntax confusion for Process viewpoint.

### Meeting 2: April 16, 2025

- **Discussion:** Built a basic maintenance report page for MatchDay. Facility Staff can update statuses. Struggled with role dropdown—considering social ID type.
- **Progress:** Reporting UI up; 1 user story done.
- **Blockers:** Status updates not saving—database glitch.

### Meeting 3: April 17, 2025

- **Discussion:** Started event creation for Admins (e.g., tournaments) in MatchDay. Worked on Use Case and Logical UML diagrams. Noticed calendar needs Admin-only visibility.
- **Progress:** Event stub done; 3 user stories complete.
- **Blockers:** UML Deployment diagram unclear—need an example.

### Meeting 4: April 22, 2025

- **Discussion:** Tested maintenance reporting—works but feedback's slow. Added email notifications for events. UMLs nearing completion (4 of 5).
- **Progress:** 5 user stories done; UMLs mostly finished.
- **Blockers:** Notifications failing—SMTP setup issue.

### Meeting 5: April 23, 2025

- **Discussion:** Hit 6 user stories—maintenance reporting, events, UMLs done with minor fixes. Client likes MatchDay's reporting but wants CSV/PDF export. Retrospective: improve blocker resolution.
- **Progress:** Deployed update to Azure.
- **Blockers:** None—ready for Sprint 3.

## Sprint 3: Reporting and Refinement

### Meeting 1: April 24, 2025

- **Discussion:** Planned Sprint 3 for MatchDay with the client. Focused on reporting: usage trends, maintenance, custom view. Split tasks: 2 on reports, 2 on UML updates, 1 on polish. Aimed for 5 user stories.
- **Progress:** Started usage trends report story.
- **Blockers:** Unsure about CSV/PDF exports—need library research.

### Meeting 2: April 30, 2025

- **Discussion:** Built usage trends report but charting library struggled. Updated UML Use Case for new reports. Confirmed Admin-only booking approval.
- **Progress:** Trends report partial; 1 user story complete.
- **Blockers:** Charting library not rendering—needs fix.

### Meeting 3: May 1, 2025

- **Discussion:** Finished maintenance report (open vs closed) for MatchDay. Added CSV export—PDF pending. Unit tests at 40% coverage.
- **Progress:** Maintenance report done; 3 user stories complete.
- **Blockers:** PDF export failing—compatibility issue.

### Meeting 4: May 3, 2025

- **Discussion:** Completed custom view with filters. CSV export tested and working. Updated all UML diagrams for Sprint 3.
- **Progress:** Custom view done; 5 user stories complete.
- **Blockers:** None—export needs more testing.

### Meeting 5: May 4, 2025

- **Discussion:** Achieved 6 user stories—reporting solid, UMLs perfect. Client happy with MatchDay's filters. Planned to boost test coverage in Sprint 4.
- **Progress:** Deployed to Azure; client satisfied.
- **Blockers:** None—ready for Sprint 4.

## Sprint 4: Final Polish

### Meeting 1: May 5, 2025

- **Discussion:** Planned Sprint 4 for MatchDay with the client. Focused on polish, hitting 80%+ coverage, 4 new user stories. Split tasks: 2 on UI, 2 on tests, 1 on docs.
- **Progress:** Assigned tasks for bug fixes.
- **Blockers:** Concerned about reaching 80% coverage—need a strategy.

### Meeting 2: May 7, 2025

- **Discussion:** Fixed overlapping bookings in MatchDay's calendar. Improved mobile UI—removed placeholders. Started unit tests for booking, focusing on boundaries.
- **Progress:** UI cleaner; 1 user story done.
- **Blockers:** UI tests tricky—researching workarounds.

### Meeting 3: May 13, 2025

- **Discussion:** Reached 60% coverage with tests for booking and user management. Added comments to code. Noticed reporting dashboard lag.
- **Progress:** Documentation improved; 2 user stories complete.
- **Blockers:** Dashboard performance needs optimization.

### Meeting 4: May 15, 2025

- **Discussion:** Optimized dashboard—loads faster now. Added Facility Staff feedback feature. Coverage at 75%.
- **Progress:** Feedback done; 4 user stories complete.
- **Blockers:** Minor mobile glitches to fix.

### Meeting 5: May 17, 2025

- **Discussion:** Hit 83% code coverage after testing all core MatchDay logic (booking, user management, reporting). Final build bug-free, UI polished. Prepped for client demo. Retrospective: team proud of the outcome.
- **Progress:** Final build deployed to Azure; project complete.
- **Blockers:** None—ready for client presentation.