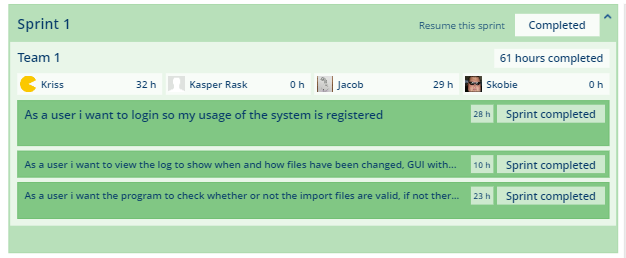
**Sprint 1**

3.1.    Sprint planning

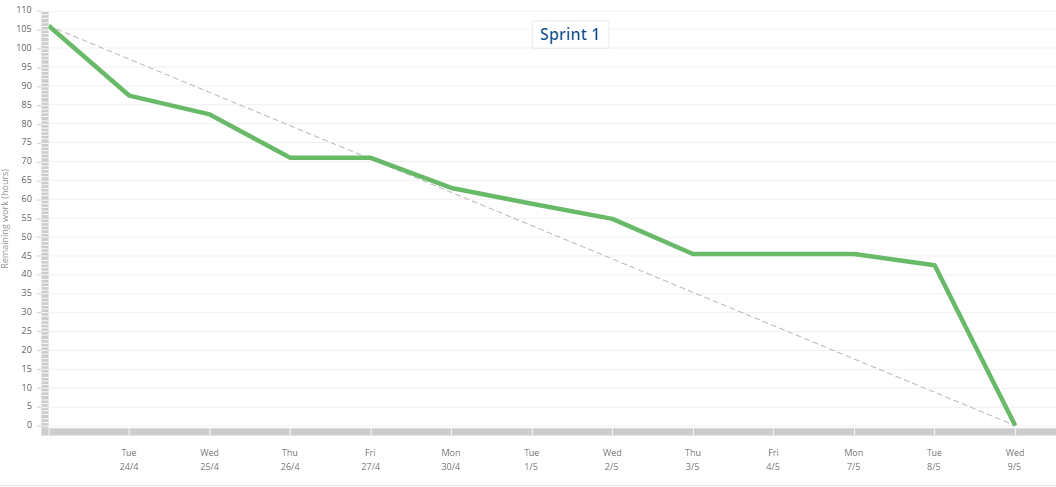
After we had the first meeting and created the initial backlog for our project, we set up the tasks in SCRUMWISE ( www.scrumwise.com ), and estimated the time for each task by using pointing poker (www.pointingpoker.com ), so we could see how must time each user stories take, In each stories description we wrote how to demo this user story. So we know then this user stories is done. We planned how much time we had until the next meeting with the client.

**Backlog**



**Figure x.x** Backlog of Sprint 1

We completed this backlog items, but that really few of the things we did, because we had a really huge user story, we should have spilt to more stories, because that was almost the entire program. So we removed that from the sprint after we was done with this one so, we could break it to smaller Stories.



**Figure x.x** **Burndown*.*** *Sprint 1*

This is the burndown for sprint one, as you can see in the beginning we follow the line, but after some time, we can to the huge user story and could not finish it because there was way too many thing inside it.

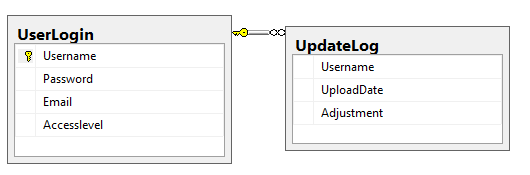
3.2.    Daily meetings

Every day we meet, we started talking about, what we have done, and explained how we did it, and what we should do today.

3.3.    GUI

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

3.4.    Data model



This is the table for the program for now, as you can see we have “UserLogin” that is the user of this program. “UpdateLog” is the table for what people does in the program. So one user can have multiply data in “UpdateLog”.

3.5.    Implementation

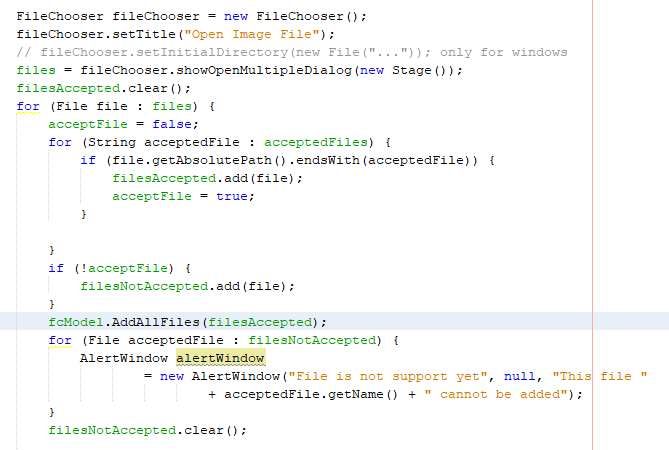
Then this sprint started, we begin to work on the most important part, and what was Login, so the costumer will be able to track what happens in this program. The second was the huge task we break in to smaller store. Right know the program is able to convert multi xlsx files, without threading, and able to log in a specific user. Check if the program is able to convert this file type yet, and able to log what file is converted.

**Login 3 layers**



**Figure x.x** *Login to the program.*

So the first view you will come to in this program is the login. The first thing that happens, if you click login, is that it set the two text fields value to the BE class called UserLogin attributes after that it send the class UserLogin to BLL layer to check if that UserLogin attributes match. So after that the BLL just parse, the function to the database, there is find the Username in database, and check if the password match the password from userLogin. It will return a boolean so it is either true or false.



**Figure x.x**. *Import files.*

So this is the method for importing files. So the first thing there happens is that it opens a files chooser in a new stage, that are able to import more files, and that save it to a list of “Files”. After that it check if the files is accept yet, so it check what kind of file type it is, and if it match the files types the program can convert it yet it add it to a new list and save that list to the model so we can use it in the export view. It also add all the non-accepted files to a list and open alert windows, their say what files there was something wrong with.

3.6.    Sprint Review

The first sprint review meeting with the client, he told us that, he did not want the remember me function because of security, and the rest of it was more like the thing we already have planned to next sprint, like be able to add user, and track what each person does. He also told us that it would be nice if he could select a folder, instead of files. The most important thing was Customize JSON format, He told us that he did not need to have pause, stop converting files, but that was a requirement from the curriculum.

3.7.    Sprint Retrospective

|  |
| --- |
| **Good**   * Test every thing before we push it. * Work sharing, we was good to help each other. * Prepared for meeting. |
| **Could have been better**   * User stories, they was to big. * Work efficient. Some of the time was used on something we did not need. |
| **Improvement**   * Façade pattern * Unit test |