Sprint 8

•••

Team 8

Team Members: Ivan Magtangob, Harikrishan Singh, Nour Tayem, Harir Al-Rubaye, Ivan Magtangob

Team Lead: Ivan Magtangob

Summary of accomplishments

For sprint 8:

- Randomized hidden object position in I-Spot
- Updated Cyber Coin game:
    - More stages
    - Game-over screen
    - Level cap
- Added SQL
    - Docker for local dev
    - Configured in server
- Added Javascript linting
- Restructured Instructions page
- Documentation (README, Project Wiki, Home Page)

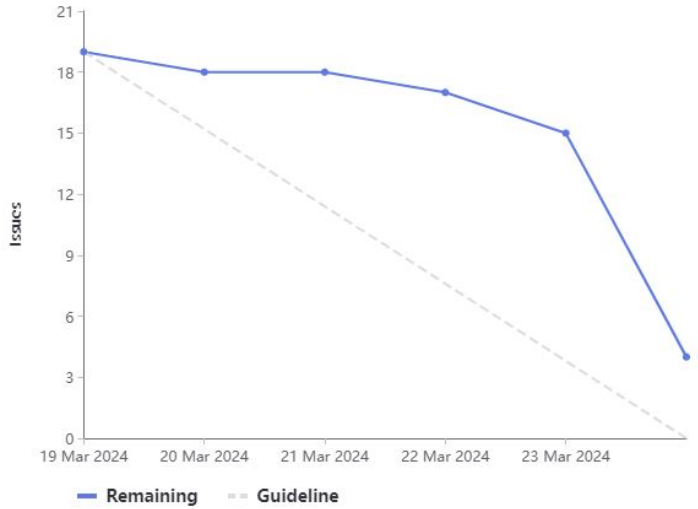
Sprint 8 burndown chart

Sprint 8 Milestone

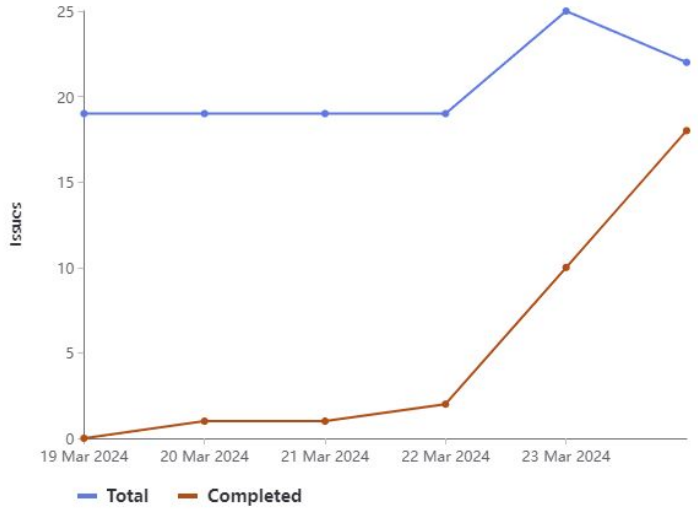
Milestone ID: 988

Filter by | Issues | Issue weight

Burndown chart



Burnup chart



Thulasi - Weights Completed: 14

- Main contributions:
  - JavaScript Linting (Setup StyleLint + ESLint + Update CI/CD Pipeline)
  - Refreshed Codebase
    - Reduce Linting errors to 0
    - Updated e2e PHP testing
  - Added Randomization to I-Spot game, requested by Professor

Harir - Weights Completed: 12

- Created different stages for cyber coin [with Nour]
- Transferred game instructions to their specified game's level select pages [with Nour, and Ivan]
- Fixed cryptogram unit tests

Ivan - Weights Completed: 16

- Added static questions to Cyber Coin game with Rehan
- Setup SQL database with Rehan
- Restructured Instruction Page with Harir & Nour

Rehan - Weights Completed: 14

- Added game over page and static questions to cyber coin page
- SQL working in local dev with docker and on server
- Updated documentation

Nour - Weights Completed: 12

- Transferred game instructions to their specified game's level select pages (with Ivan & Harir)
- Created different stages for the cyber coin game (with Harir)

Harikrishan - Weights Completed: 14

- Main contributions:
  - JavaScript Linting with Thulasi
  - Fixed linting issues
  - Added Randomization to I-Spot game.

Reflection – what didn’t go well

- Late switching of issue priority
- SQL struggles

Reflection – what did go well

- Nice polish pass over all our games
- SQL setup successfully in the end

Demo Time!