

# 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)

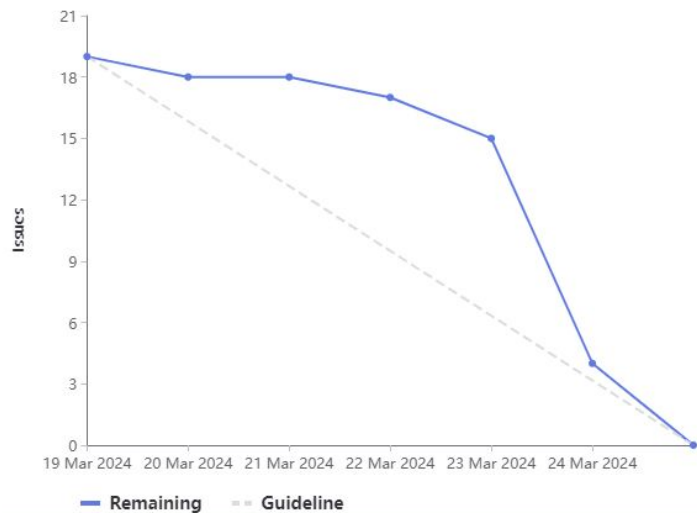
# Sprint 8 burndown chart

## Sprint 8 Milestone

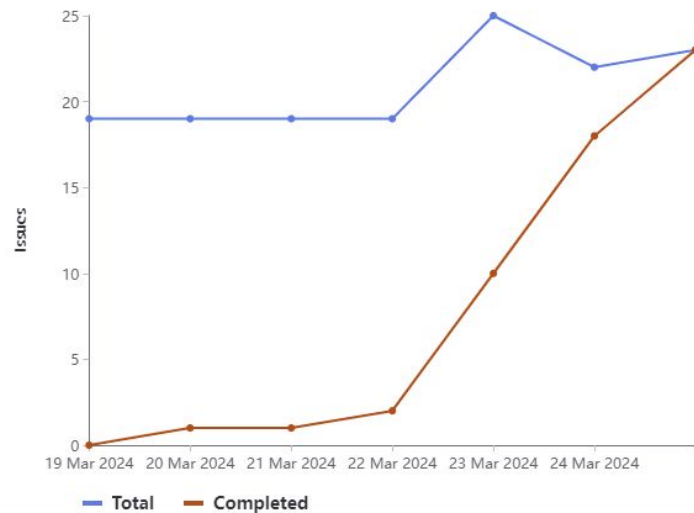
Milestone ID: 988

Filter by

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: 17

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

