Scrum Log – Baseball Project

Team Name: Team No Sleep
Sprint 1 Duration: March 26, 2025 – April 16, 2025

Sprint 2 Duration: April 17, 2025 – April 30, 2025

Sprint 3 Duration: May 1, 2025 – May 14, 2025

Sprint 1

Checkpoint 1 – April 16, 2025

Wednesday, 03/26/2025

- Held initial team meeting to kick off the MLB Baseball project

- Reviewed project prompt and brainstormed core functionalities

- Assigned roles: Scrum Master, Product Owner, Developers

- Created a shared Google Doc for collaborative story writing

Thursday, 03/27/2025

- Finalized and distributed user stories to all team members

- Discussed Qt implementation strategies and relevant data files (CSV/Excel)

- Established GitHub repository and invited all members

- Agreed on coding standards and file naming conventions

Sunday, 03/30/2025

- Completed user story drafts for Sprint 1 and assigned priorities

- Scrum Master formatted stories for consistency and submission

- Ensured everyone understood their story tasks and scope

Tuesday, 04/01/2025

- Held check-in to confirm progress on tasks

- Discussed Qt build errors and resolved issues with QTableView rendering

- Worked on reading Excel files and linking stadium data

Friday, 04/04/2025

- Connected CSV/Excel data to stadium display tables

- Created test cases for sorting and filtering stadiums

- Implemented input validation for UI forms

Tuesday, 04/08/2025

- Integrated souvenir GUI and dynamic cart updates

- Tested sorting by stadium name and seating capacity

- Began implementation of shortest trip using Dijkstra's algorithm

Monday, 04/14/2025

- Finalized Sprint 1 backlog items

- Performed testing on filtering stadiums by roof type

- Resolved UI layout bugs and ensured responsiveness across window sizes

- Prepared progress report for first checkpoint

Sprint 2

Checkpoint 2 – April 30, 2025

Thursday, 04/17/2025

- Delegated tasks for Sprint 2, with an emphasis on admin features and persistent data

- Switched Scrum Master and Product Owner roles

- Added functionality to view total souvenir costs and itemize by stadium

Tuesday, 04/22/2025

- Continued development of CRUD functionality for admin souvenir management

- Implemented admin login with basic credential check

- Improved UI for editing and deleting souvenirs

- Began testing persistent storage of purchases

Sunday, 04/27/2025

- Implemented souvenir logging with timestamps and editable fields

- Created test cases for adding/removing souvenirs in admin mode

- Completed data validation and added export options for CSV

Tuesday, 04/29/2025

- Tested admin features and reviewed all CRUD functionalities

- Finalized persistent souvenir storage logic and ensured cross-session reliability

- Refactored stadium filtering view to show open-roof stadiums with additional stats

- Completed and submitted Sprint 2 deliverables

Sprint 3

Final Checkpoint – May 14, 2025

Thursday, 05/01/2025

- Began Sprint 3 by focusing on summary report generation

- Delegated final tasks including PDF/CSV report export and visual improvements

- Worked on combining trip distance and souvenir purchases into one summary

Monday, 05/05/2025

- Finalized the layout for the trip summary report

- Implemented export to PDF and CSV with clean formatting

- Began adding finishing touches to visual diagrams for trip planning (Dijkstra output)

Thursday, 05/08/2025

- Fixed formatting issues in exported reports

- Ensured all export options worked reliably across different platforms

- Enhanced stadium detail view with expandable sections

Sunday, 05/11/2025

- Completed GUI polish: added tooltips, loading indicators, and visual feedback

- Tested full flow from login to trip planning, souvenir purchasing, and report generation

- Reviewed project requirements and marked off all completed stories

Tuesday, 05/13/2025

- Ran final tests and resolved edge-case errors in trip planning and souvenir logs

- Final walkthrough of UI to ensure consistency and responsiveness

- Prepared final submission materials, including documentation and GitHub updates

- Team met to reflect on project and discuss lessons learned