

## **Sprint 4 Retrospective**

**Scrum Master:** Ze Sheng

**Product Owner:** Krishna Calindi

**Client:** Dr. Ritchey

**Client Meetings:** Every Thursday; 4 PM - 5 PM; [zoom](#)

**Client MVP Meeting:** Thursday, 14th November 2024 (4:00 PM - 5:00 PM)

### **Meeting Summary:**

This sprint was focused on stability improvements and enabling future generations to work with the existing code. The client was pleased with the final product and remarked on the complete deployment of all implemented features.

### **Sprint 4 Updates**

LetterBoxed Aesthetics page demo board references Spelling Bee

1. LetterBoxed Aesthetics page demo board references Spelling Bee
2. Aesthetics button also needs to be updated to the new paint palette icon
3. DELETE button needs to change based on casing configuration on the settings

Now the Letter Boxed game has a new appearance.

Wordle setter view word page shows "Last Name" instead of "word"

1. wordle setter view word page shows "Last Name" instead of "word"
2. allow click and delete word but remove view and edit word options

Modifications have been made on Wordle setter

Merge Wordle Puzzle Setter grid into word list

1. Allow the user to load all words and see them.
2. maybe load on scroll? like if none left and the user scrolls then pull new data from the database? or letter bar at the bottom which navigated to words starting with that letter

Wordle Setter update dictionaries improvements

1. Merge "Add Words" + "Replace All Existing Words" into one section with single input option for file upload and text box
2. add options that can be checked for all the possible and plausible set operations

condense play words wordle setter interface into narrower cells and allow drop down to choose words

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Create puzzle setter functionality for Letter Boxed

1. navigate to and use the puzzle setter page for Letter Boxed when configure it

Canceling google auth mid process breaks the page, should probably gracefully redirect to login page

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Improve the overall UI of games and the application.

1. Hexagons in the Spelling Bee View
2. Games grid of 2x2
3. Home Hover Fix

Remove "logged in as " on every page

1. Logged in as was on every page
2. Remove all 'logged in as'

Show score and total points on spelling bee setter page

1. Add score and total points on spelling bee setter page

Updates to Puzzle Aesthetics initially displays a reject due to roles but then the save is successful

1. Changing the color from the picker from red to purple
2. Clicking save successfully changes the color though

UI bugs fixes after SCRUM-64

1. Fixes needs to be made
2. Profile page auth options missed
3. Accessibility modal issues
4. Edit aesthetics
5. Game page hint, aesthetics and edit button

Integrate Letter Boxed and 2048 games with Dashboard

1. Add two games in Dashboard

Roles need to be searchable and sortable on the all users page

1. Add searching function on all users page

**Sprint 4 Dates:** November 1, 2024 - November 15, 2024

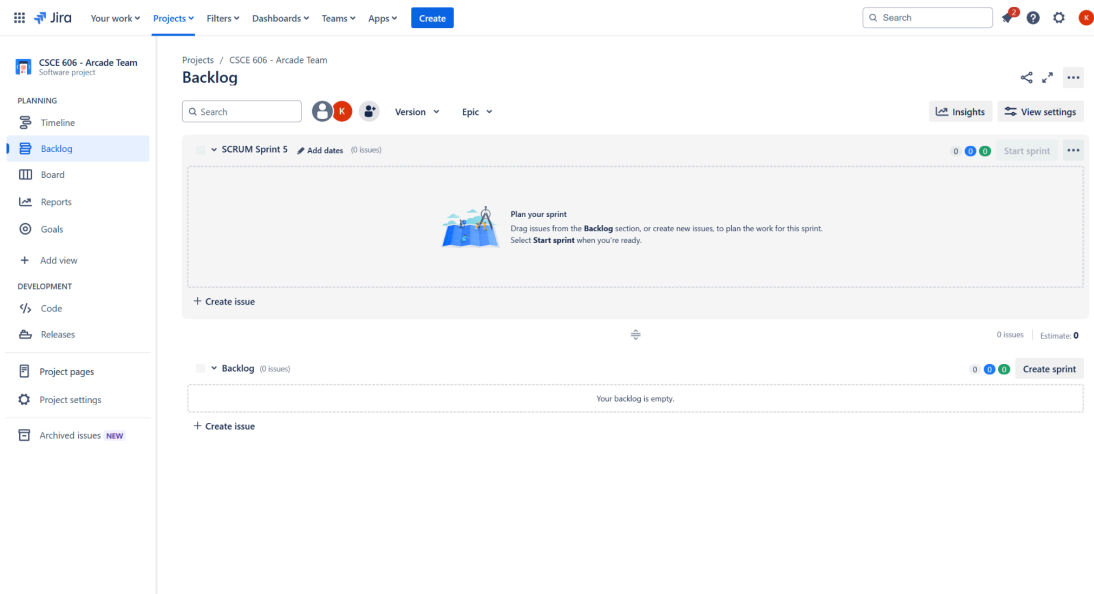
**Sprint 4 Goals:** All deployed games should be fully functional. Code should be refactored to be effective. Extensive documentation and general bug fixes.

**Sprint 4 Achievements:**

- Redirect on errors to welcome page with relevant message.
- Bug fixes.
- Documentation.

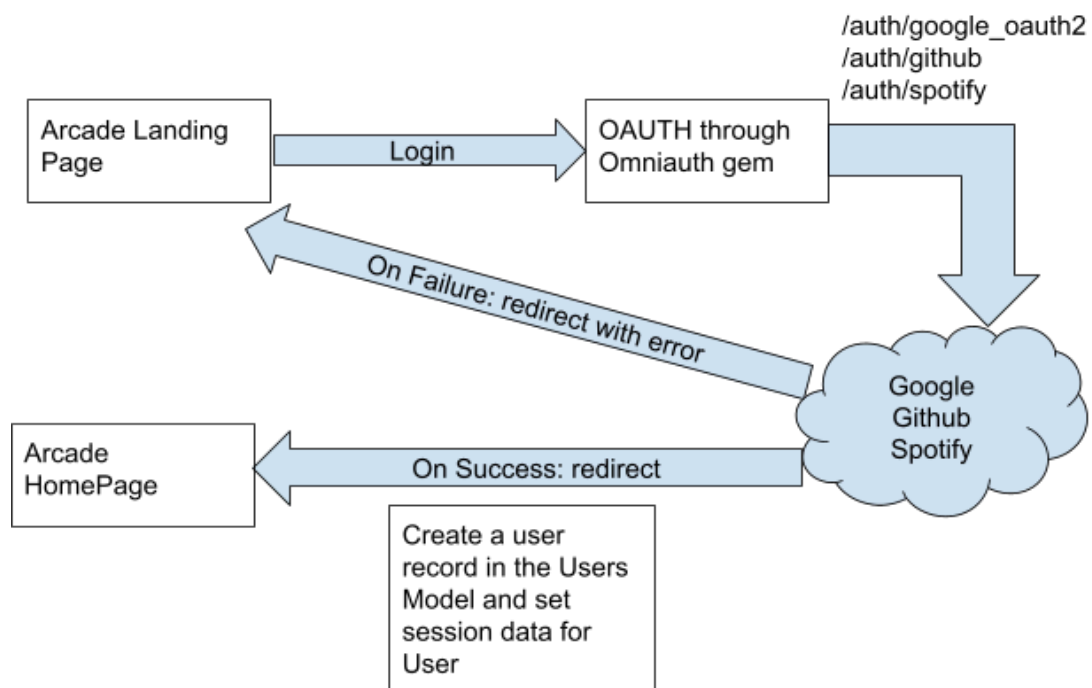
## Sprint 4 Backlog:

No backlog at the end of the sprint.

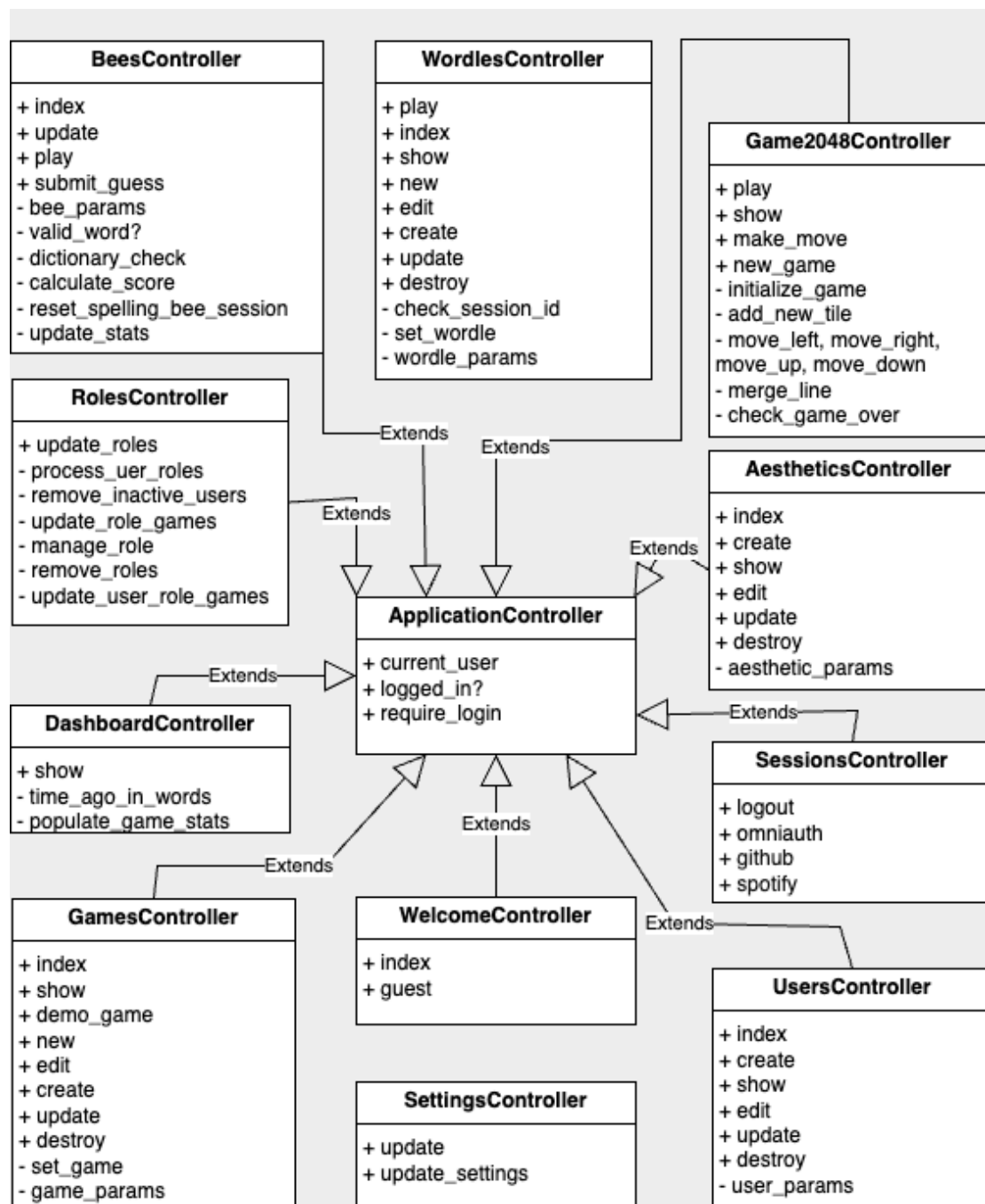


## Diagrams

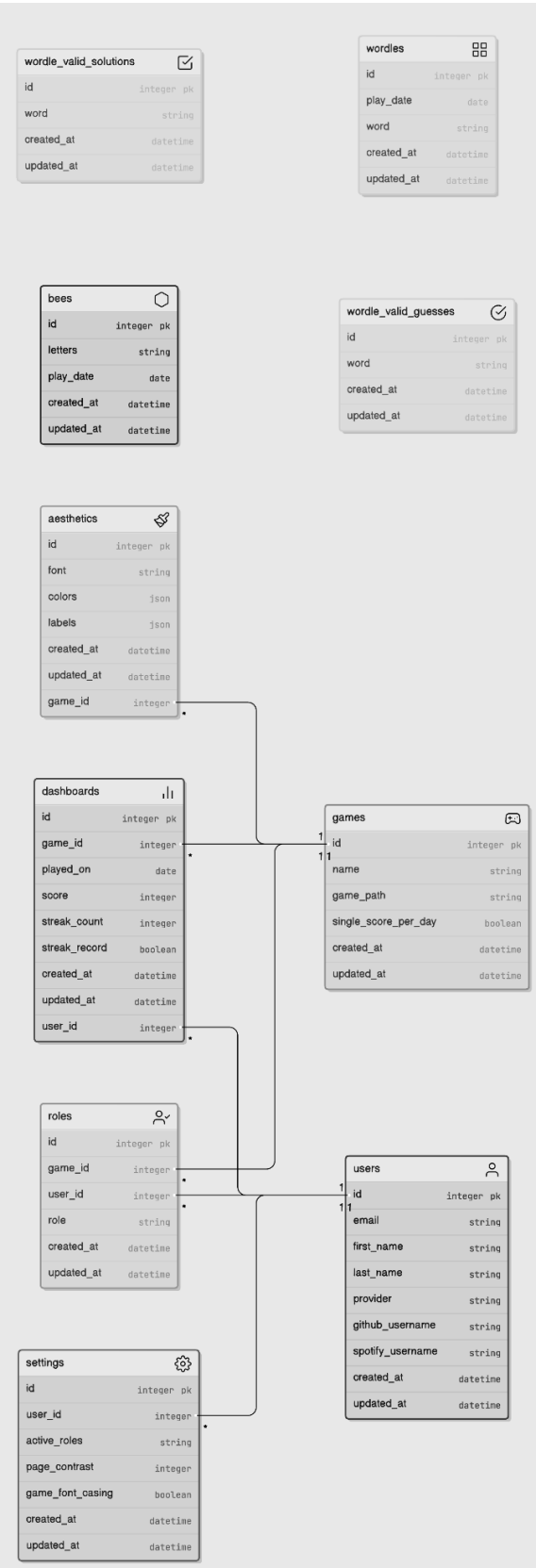
High level flow:



Controller design:



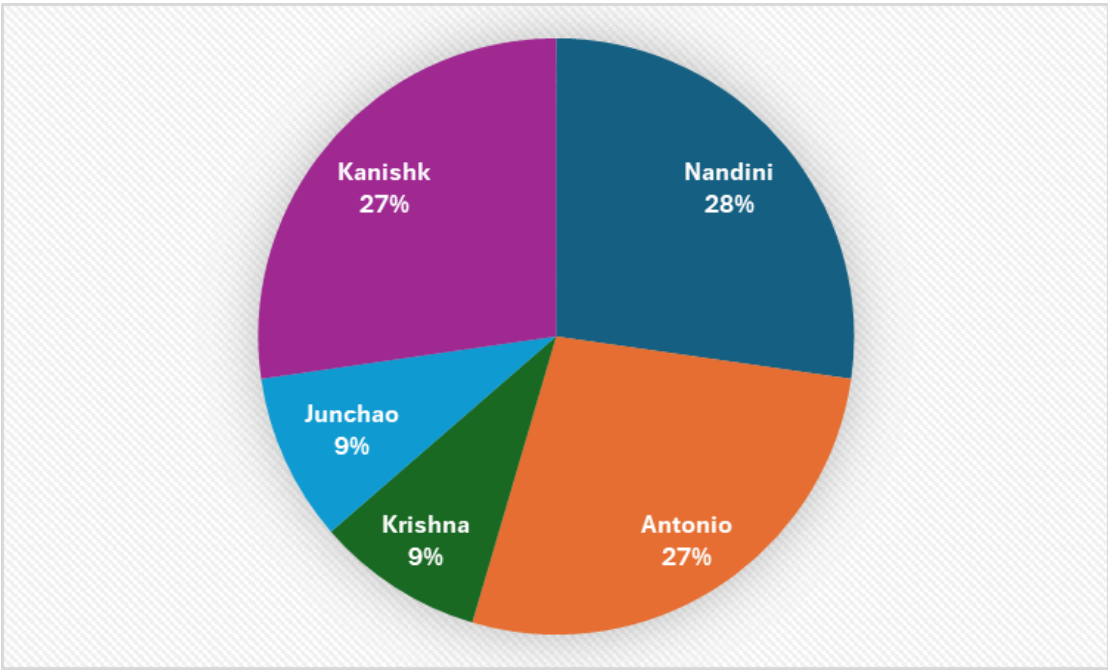
Database design:



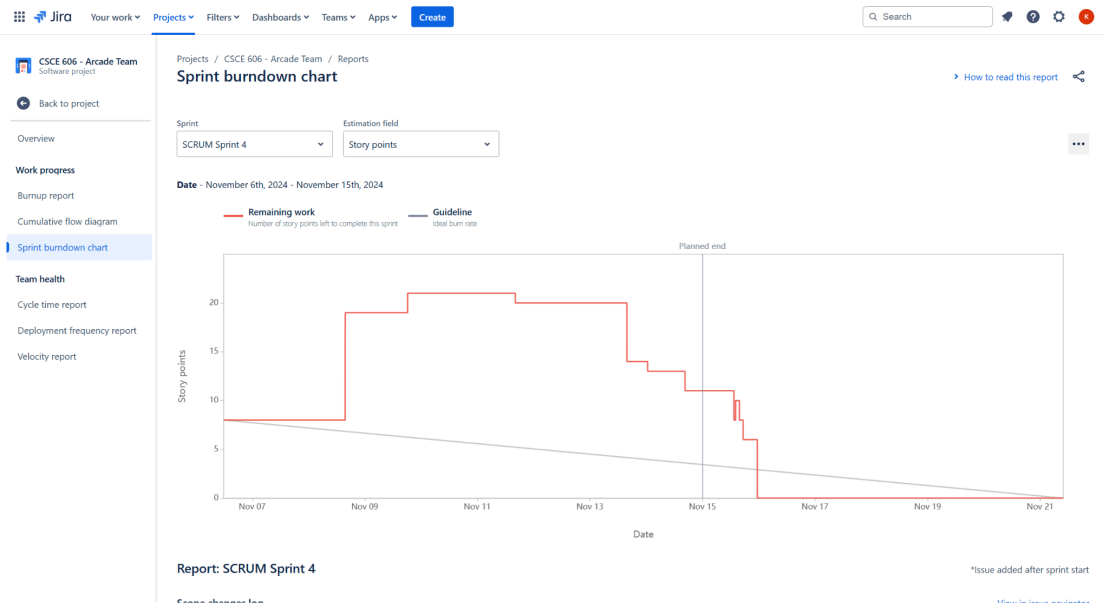
Sprint 4 Breakdown:

T	Key	Summary	Assignee	Reporter	P	Status	Resolution	Created	Updated	Due
🔴	SCRUM-41	Cancelling google auth mid process breaks the page, should probably gracefully redirect to login page	Junchao Wu	nandiniys	🟡	DONE	Done	12/Oct/24	15/Nov/24	
🟢	SCRUM-54	Integrate Letter Boxed and 2048 games with Dashboard	antoniorosales	kxc	🟡	DONE	Done	19/Oct/24	15/Nov/24	
🟢	SCRUM-64	Improve overall UI of games and the application.	kanishk.chhabra	kxc	🟡	DONE	Done	25/Oct/24	15/Nov/24	
🔴	SCRUM-66	roles need to be searchable and sortable on the all users page	singhalt	kxc	🟡	DONE	Done	31/Oct/24	15/Nov/24	
🔴	SCRUM-67	Show score and total points on spelling bee setter page	kxc	kxc	🟡	DONE	Done	31/Oct/24	15/Nov/24	
🔴	SCRUM-69	remove "logged in as " on every page	kanishk.chhabra	kxc	🟡	DONE	Done	31/Oct/24	14/Nov/24	
🔴	SCRUM-70	LetterBoxed Aesthetics page demo board references Spelling Bee	antoniorosales	nandiniys	🟡	DONE	Done	06/Nov/24	11/Nov/24	
🔴	SCRUM-71	Updates to Puzzle Aesthetics initially displays a reject due to roles but then the save is successful	kxc	nandiniys	🟡	DONE	Done	06/Nov/24	15/Nov/24	
🔴	SCRUM-72	wordle setter view word page shows "Last Name" instead of "word"	nandiniys	nandiniys	🟡	DONE	Done	06/Nov/24	13/Nov/24	
🔴	SCRUM-73	Merge Wordle Puzzle Setter grid into word list	nandiniys	nandiniys	🟡	DONE	Done	06/Nov/24	13/Nov/24	
🔴	SCRUM-74	Wordle Setter update dictionaries improvements	nandiniys	nandiniys	🟡	DONE	Done	06/Nov/24	13/Nov/24	
🔴	SCRUM-75	condense play words wordle setter interface into narrower cells and allow drop down to choose words	nandiniys	nandiniys	🟡	DONE	Done	06/Nov/24	13/Nov/24	
🟢	SCRUM-76	Create puzzle setter functionality for Letter Boxed	antoniorosales	antoniorosales	🟡	DONE	Done	09/Nov/24	14/Nov/24	
🔴	SCRUM-77	UI bugs fixes after SCRUM-64	kanishk.chhabra	kanishk.chhabra	🟡	DONE	Done	15/Nov/24	15/Nov/24	

For this sprint, we used 1 story point to signify ~4 hrs day's worth of work



Burndown charts:



## Relevant Links:

[Github](#)

[Heroku Deployed App](#)

[Product Management Page](#)

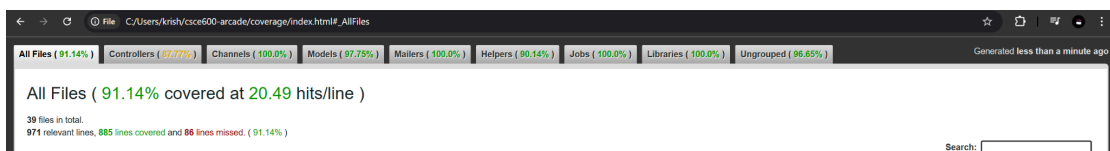
## Evaluation of Code and Test Quality

Run details and Coverage Report files can be located at [this link](#).

**RSpec Tests:** 173 examples

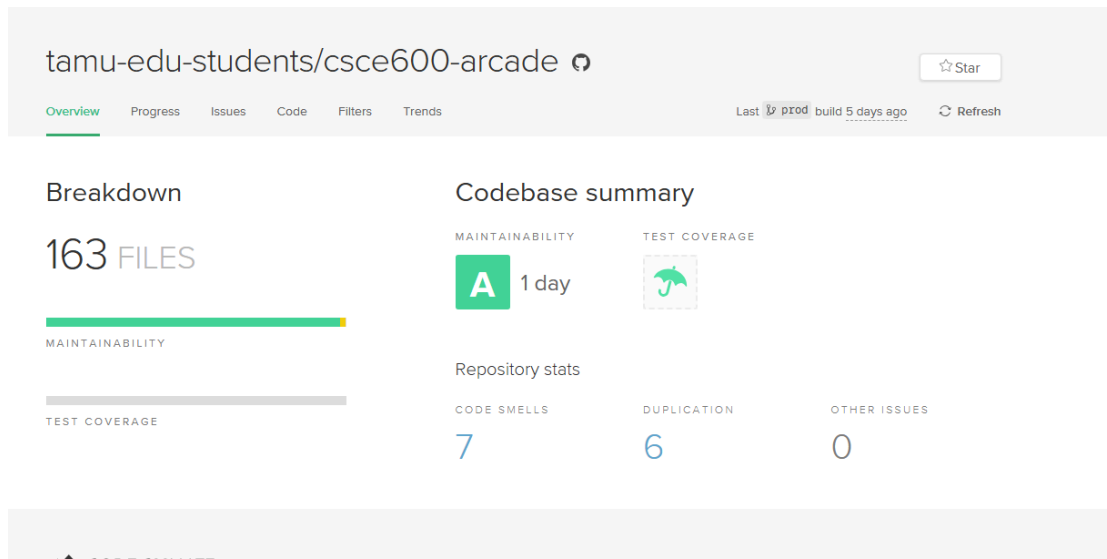
**Cucumber Tests:** 22 scenarios, 211 steps

**SimpleCov coverage:** 91.14%





## Code Climate report:



## Rubocop:

```
cr. krishna@Cakex5: /mnt/c/Users/krish/csce600-arcade
krishna@Cakex5:/mnt/c/Users/krish/csce600-arcade$ rubocop
Inspecting 164 files
.....
164 files inspected, no offenses detected
krishna@Cakex5:/mnt/c/Users/krish/csce600-arcade$
```