Weekly Progress Report (Week 2) Team 507

Sprint Review:

Status of the current sprint (leave empty for sprint 0)
Note: Use Item No. for non-user story work like infrastructure set-up.

User Story ID/ Item No.	Story Points	User Story Link	Owner	Status	Remarks
US00001	2	<->	All members	Completed	
US00003	1	<->	All members	Completed	

US00001: Finalize the user stories and UI prototypes for phase B.

US00003: Complete Typescript classes for spreadsheet program design

Individual Contributions:

Please provide 1-2 sentences to describe the contributions of each team member during the past week.

Amaiya Brickhouse:
We met twice and talked about our implementation. We also discussed and edited our final user stories together. I wrote Typescript class outlines for our graph data representation and the controller class along with associated methods and attributes, clarifying implementation details.

Bianca Anne-Marie Ciorobea:
We met twice and talked about the design for our typescript classes. We divided the work, so that each of us takes one or two classes to implement. I wrote an outline for the class that represents a Cell in the spreadsheet, and defined the potential functions that it would have. We

also all worked on the user stories and UI prototypes, using our implementations and completed together that part of phase B.

Suhani Singhvi:
We met twice, discussed how we would implement our spreadsheet application (the high level approach). We discussed the interfaces, classes, and the design pattern that we would include in the application.We also discussed what to include for the UI prototypes. I wrote the TypeScript class for the Spreadsheet class that includes the corresponding attributes and the functions.

James Peterson:
We met twice, discussed high level design questions regarding application infrastructure. We divided up the work for phase B, aside from defining user stories which we discussed and edited together. We also discussed what to include for the UI prototypes. I wrote the TypeScript interfaces for the CellContent interface and its subclasses.

Sprint Retrospective:

Please answer the below questions in 1-2 sentences (use more if something really went wrong).

What went well in the previous sprint? Team members met and communicated about the outline of the project. We completed most of the work together during meetings, such as the user stories and the UI prototypes, and split the remaining parts, so that we all contribute equally. We also managed our time well in this sprint and did not need to rush.

What obstacles were encountered in the previous sprint?
We ran into a couple of issues when discussing the structure of our Spreadsheet application. This included discussion on which classes, design pattern, and interfaces we want to include. Also, how the classes will be structured and what attributes and functions they will have. We also got caught up in making sure that the way we design our application will prevent lagging and lead to space optimizing.

What can we improve in the next sprint?

In the next sprint, we will be able to assign different stories to different team members and possibly have multiple team members meet up without the rest of the group (depending on the assigned work requirements, some team members may need to collaborate on different stories). We will continue to work as a full team every week.

Sprint Planning:

Plan for next sprint

User Story ID/ Item No.	Story Points	User Story Link	Owner	Status	Remarks
US00002	2 story points	no link yet	Not assigned	In- progress	finishing up TypeScript interfaces before completing this

We are still finalizing user stories

US00002: Create the 4 UML diagrams according to our desired implementation.

General Scrum/Agile related guidelines:

- Spend the initial sprint to capture the work you foresee from now until the end of the project and create placeholder User Stories (with status defined) or Items for them (assigning tentative estimates if possible). These should all be part of the Product Backlog.
- Lifecycle (status) of User Stories:
    - Defined: User story exists for work item but several details are missing and is not ready to start development. (Exists in the Product backlog)
    - Ready: User Story has all the details (estimate, acceptance criteria, etc.) filled in and there is sufficient detail to start development. (Exists in Product backlog and can be pulled into a sprint)
    - In-progress: Some developer is working on the story (should have an explicit owner)
    - QAT (Quality Assurance Testing): (optional) Development complete and is being tested. o Complete: The development and testing for the story is complete and it is ready to demo.
    - Accepted: The demo is satisfactory and meets the acceptance criteria. Signifies successful implementation.
- User stories can move back and forth as part of development and testing.

- You can have multiple stories as "Defined" in the Product backlog and you can fill in information
  and move them to "Ready" as you have more information.
- However, a story must be "Ready" before you can include it in a sprint plan.