# 6733 Team2 Sprint 1

REPO for DOCS: <https://github.com/sloanlipman/ksu-swe-6733-gaming-matchmaker>

REPO for Video and Audio recordings:

<https://kennesawedu-my.sharepoint.com/:f:/r/personal/sherchen_students_kennesaw_edu/Documents/6733Team2CATS?csf=1&e=ZkthNI>

Many scrum meetings were recorded and the audio files are in this repository. Other video and audio files are also archived here for other task assignments.

# Sprint 1 Review SPRINT GOAL: basic UI working

•Product Owner explains what Product (Sprint) Backlog items have been “Done” and what has not been “Done”

Completed all cards for this Sprint except the 6.2 Match players by locality is 2/3 done, to be moved to Sprint 2

•Development Team demonstrates the work that it has “Done” and answers questions about the Increment

Demo video of user interface to be created and uploaded to OneDrive

•Product Owner discusses the Product Backlog as it stands. and projects likely target and delivery dates based on progress to date

We are on track to original plan; with a large segment of the infrastructure complete most of the work left to do is in refinements to the app

•Group collaborates on what to do next, input to subsequent Sprint Planning

Agreement the Sprint 2 planning meeting to be 3/25 9PM expect longer meeting

•Review of how the marketplace or potential use of the product might have changed what is the most valuable thing to do next

•Review of the timeline, budget, potential capabilities, and marketplace for the next anticipated releases of functionality and capability of the product.

--The Product Backlog may be adjusted.

--Sprint Backlog items for the next Sprint

To both items above

No Change from current track; getting no response from guest client the last two emails

Proceeding with best interpretation of the group

# Sprint Retrospective

•What went well

Team worked well together, good communication and co-operation

Had good cross section of expertise, learned what we were good at and leveraged it to project effort

Team self-trained and cross trained

•What could be improved

Did not account for the ramp up on new tools, Angular, Spring, etc.

Sprint 1 was very aggressive, more time expended then planned, mostly due to ramp up new skills and unforeseen difficulties

•What will we commit to improve in the next Sprint

Better estimation of level of effort

Break large cards to several smaller cards, add more detail to cards

Should have better Architecture, requirements, interface descriptions before we started development