# 6733 Team2 CATS SPRINT 1 Gamming Matchmaker Project

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 Planning Meeting 3/6

* Options were discussed for project tracking the decision was to go with Trello
* workflow was discussed, there are 12 week days and six weekend days total 18 days, a work day is three hours for a grad student each three hours would be one story point.
* We estimate 14 story points per person for the 18 days is a reasonable workload
* Resolved the Trello board would be organized into product backlog, work in progress – Sprint backlog, and completed.
* Product backlog will be organized in high level areas that will be numbered, and each card will reference that number adding “dot number” for each card to use as cross reference
* we will use SLACK for instant communication while we are working
* added cards for product backlog, broke down high level tasks in the subtasks adding user stories list, made first pass at Sprint one backlog by moving cards to that list.
* The Trello card will be our task documentation, record user stories
* set up weekdays at 9 PM as standard scrum meetings, attend as you can
* Initial tasks: Andrew/Sloan – UI UX, David-Web services, Moffett – Steam API, Emad – Java backend, Steve – project admin /tools /DOCS

# SCRUM 3/9

discuss matching by ZIP Code or market area decided to go with ZIP Codes

Moffett – Steam API explore, guess client info

Sloan – discuss Angular or JSP for front end decided on Angular

Andrew -UX layout to be done by Saturday

Emad- user login and security

David -DB and service change tables to zip, test client

Steve –Trello tools added for agile tracking, business class implemented

# SCRUM 3/11

Steve – researching test for Angular/JSP, tools Jasmine/mocha; working on burn down chart tools

Sloan – Andrew – work on Angular front end, set up get repo, skeleton for login homepage,

Moffett – working Steam API, looking for achievement level on games, work with David to store on DB, located ZIP Codes as GPS center points would like the port to DB, discussed package structure, how will we name the app, adding guest client

Emad – spring environment, coding backend, MVC – components – controller, admin player login

David – parser for CSV, import ZIP Codes, working on Tomcat install

# SCRUM 3/12

David – Geo locations in DB, working on Tomcat

Steve – working on burn down tools not displaying correctly

Sloan – base framework for UI pages,

Emad – connection to database, make login page test to link front end and backend

Sloan – walked us through UI pages

GOAL: to have user interface mockups complete by Sprint end

# SCRUM 3/13

Sloan – taught Andrew and Steve on basic Angular set up session recorded

Moffett – started code for Steam API, completed skill inputs, calculation for ZIP Code differences

Steve – still having difficulty with Corrello burned down addin, contacted helpdesk

# SCRUM 3/14

David – DB connect file sent out

Moffett – working Steam API function development, open ID login system investigation, complete list of games and info,

Andrew /Sloan – working on UI

Steve – set up one drive repo for audio video recordings

# SCRUM 3/18

Emad – admin page connects to DB, testing new developer table, backend working, associated unit tests, admin/user password encoder working

Sloan- unit tests done on backend login, login service working, demo of UI

David – working on Tomcat install, and Spring

Moffett – Steam API complete, locality files, unit tests, seeking Java help to get references correct, seeking help with IntelliJ, add new DB tables for Steam API with David,

Steve – Sprint review plan, add one drive permissions, doc notes to repo, update Trello, created on burn down charts

# SCRUM 3/19

Sloan/Emad – front end to backend working unit tests pass

Andrew -cleanup HTML and CSS for UI, working on user profile

Emad/Sloan- authenticating admin to backend

Moffett -unit tests roughed out, checking math for distance calculations,

roadblock – spring: Emad will help on spring, adapt Emad code, will work with Sloan to help with decorators, issues with Java nine – convert to Java eight

David – type ID four user table change to INT, added tables, create repo

Steve – update concept diagram, burndown charts, Trello cards for complete dates

GENERAL: discuss Sprint review meeting potentially Sunday 9 PM

# SCRUM 3/20

Emad/Sloan – fix servlet error on backend, username working front to back

roadblock Spring security – disable, Locs being blocked

Sloan – need to use NG model for data binding, API for user, check admin versus player test

Andrew- roadblock: seeking Angular install help, permissions issues on Mac

Steve –add KSU emails for Andrew and Sloan to video repo, set up Sprint review meeting and agenda, need to work app install notes with Sloan

Moffett -code check in, spring framework version 5.15 walked team through spring set up

# SCRUM 3/21

general discussion;

npm start on Angular; move Sprint review to 2 PM Sunday, note: Spring uses Junit 4.x test generation; Maven 4.12

Sloan/Andrew/Emad – communication for UI to backend issue – data binding was a problem

Moffett- Spring issues resolved with Steam API for managing locations

David – Tomcat install difficulty, trouble on startup, add columns for Moffett for Steam API

Emad -code cleanup Sloan repo update

# SCRUM 3/22 – last Scrum this Sprint

general discussion on availability for weekend, reminder goal is working front end login for this Sprint, need to clean up repo and get docs in repo, need NPM install on server for Angular, need to clean up Trello cards for this Sprint,

Sloan – login form working

David-Tomcat working on server

Andrew – updating UI

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