# 6733 Team2 CATS SPRINT 3 4/15-4/30 Gamming Matchmaker Project

Proto: <http://tehcodez.win/>

Trello: <https://trello.com/b/Mn5Ftara/6733team2project>

REPO for Code/DOCS:

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

Due to issues loading Trello backups to GIT they will be stored in OneDrive

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 2 Planning Meeting 4/15 Sprint Goal: Complete Match Making Engine

* Reviewed the Product backlog
* Split up some cards into multiple cards for simpler segment tracking
* Moved Product Backlog cards into the WIP-Sprint3 Backlog list, ordered list
* Updated cards to reflect details required to complete
* Re-Arranged board to move completed lists out to the right
* Discussed upcoming code merges, how to better sync development

# SCRUM 4/16

Sloan – finishing FE unit tests, waiting for some BE aspects to complete for next FE integration

/Moffett – working Match Engine, take user ID and return details, ordered array of user interests, get priorities show user in UI

David - fixed login issue in DB, working CI

Steve- working prep for Demo

# SCRUM 4/17

Emad – working game genre functions, using 6 genres right now, activity time is next, sync up with Sloan for Front End.

Moffett – continue matching engine service and controller, almost done; using dictionaries, needs to co-ordinate with Emad to complete BE and then Sloan for FE integration.

Emad – ID and Genre are complete;

Sloan – closed first two cards for sprint expect to complete FE once BE is finalized

Andrew – generated user profile, opens in edit profile

Steve- presented proposal for presentation

Set sprint 3 review for Monday 4/29; since some have finals 4/30

# SCRUM 4/18

Sloan – latest merges complete, user module update for: profile, game prefs, priorities etc; waiting now for some BE functions to finalize

Andrew – user profile page done, waiting on BE

Emad – another section of genre finished, expect to complete BE plan early next week

Moffett- done with match maker, results, add a few details, expects to fully close be weekend,

David – shell script for BE build and deploy to be run by Jenkins; then will add FE build

Steve- still having trouble login in to proto, used 3PCs and 4 networks – We closed meeting and went into group debug session - issue resolved to a user password issue

Many will be out Friday and limited availability over the holiday weekend

# SCRUM 4/19

Low attendance general discussion:

* Issues with BE build, system is running out of memory during build, can’t see any significant code changes to account for this. Will try build on a system with more memory; fact: prior code builds fine

# SCRUM 4/22

# SCRUM 4/23

# SCRUM 4/24

# SCRUM 4/25

# SCRUM 4/26

# SCRUM 4/29

# SCRUM 4/30