# 6733 Team2 Sprint 3 Sprint Review and Retrospective

Prototype Demo link: <http://tehcodez.win/>

(Clear browser cache or run incognito)

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

Trello- Project task documentation: <https://trello.com/b/Mn5Ftara/6733team2project>

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 3 Review SPRINT GOAL: Finish Prototype

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

Final planned sprint this project, UI and backend are working; some admin tasks were not included by plan as the initial prototype was to focus on the user.

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

Demo video of front end and user interface

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

Initial prototype is complete, one card this sprint is open agreed it should be moved to next sprint as is

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

Project is ended, complete formal presentation final Scrum for this is Wed 5/1 9PM

•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
  + Proceeding with best interpretation of the group
  + Product Backlog being prioritized for sprint 3 – Matchmaking UI is the sprint 3 goal
  + Closing Plans to be addressed in proto presentation

# Sprint Retrospective

•What went well

* Smoother on the GitHub synchronization/merge
* Better on coordinating the developers and the dependent code
* More disciplined
* Learned from last sprints coordination of FE and BE development
* Leveraged a lot of skills in team and prior learning

•What could be improved

* Much less then prior sprints- Team more seasoned
* Add more details as to what we are planning to pre-empt conflict in Development
* Coordinate the functionality to one person instead of two – more modular

•What will we commit to improve in the next Sprint

* Take May off
* Update unit tests more proactivity for better TDD

Closing:

* End of project