Sprint Review 5

Features implemented:
- Significant work was done to the interactive *SQUARED* board, and users can now perform basic actions on the board such as moving characters one space at a time and having the spaces they've moved upon be correctly colored to reflect their "capturing" of those spaces.
- More attention has been given to interfaces and pages of the *SQUARED* website outside of the game interface, such as the login screen for logging into user accounts and the landing page for *SQUARED*.

Issues fixed:
- Worked on the product and sprint backlog to ensure that their contents correspond with each other and reflect any additions made to the *SQUARED* repository leading up to the submission of our group's fifth deliverable.
- Cleaned up the group *Trello* board by moving old or redundant tasks to the "Done" column, and moving new or important tasks to the "Doing" column.

Implementation review *(What went well in the implementation, what problems occurred, how problems were solved)*

Went well:

Throughout the course of the scrum meetings leading up to the submission of Team Squared's fifth project deliverable, the team remained cooperative and communicative with each other's development goals and intended contributions to group deliverable materials. The efforts exerted immediately after our most recent scrum meeting regarding a potential *SQUARED* focus group were passionate and unified, signifying that the *SQUARED* team as a whole is adept at working together and approaching tasks cohesively and truly as a team should.

Problems:

Our group was unable to assemble a proper focus group before the submission of the group's fifth deliverable to receive vivid enough feedback on any components of *SQUARED*. Additionally, during some of the scrum meetings leading up to the submission of the fifth deliverable contents, many members were confused on what they should attempt to implement next and felt lost on where they should approach further contributing to *SQUARED*.

Solution:

Team Squared will work towards being more proactive and approaching relevant deliverable and sprint-assigned tasks as soon as reasonably possible, rather than expressing considerable hesitation or delaying some of the necessary and time-consuming processes that need to be accomplished in order for more substantial group goals to be achieved.

The recent cleaning of the group *Trello* board should help in allowing Team Squared members to know and envision at a glance what they could contribute to the *SQUARED* repository, but more emphasis will be placed on specific deliverable tasks during scrum meetings to ensure that, coming out of scrum meetings, each member of Team Squared will be properly prepared to contribute to the fullest extent they can throughout the weeks leading up to project deliverable deadlines.

Changes made:

- More substantial visual changes regarding the general theme of the *SQUARED* website and *SQUARED* interfaces.
- Substantial changes to the interactive *SQUARED* board that interact with front-end and back-end components, and accurately reflect moves made by players.
- Github README was updated to add Issue template and streamline installation

Plans for next sprint:

The next few sprints will be devoted primarily towards polishing aspects of *SQUARED* that have been neglected or forced to have been given less focus throughout the course of *SQUARED*'s development so far, including the updating and developing of more modern, thematic user interfaces and fully implementing the rules of *SQUARED* into the game interface. Some specific tasks from previous and current scrum meetings and deliverables that will also be reflected upon in hindsight and developed upon as the team feels is necessary include:

- In *Python and ReactJS*, create a decrementing move counter based on the moves taken and the moves made. *ReactJS* will reflect the move made and *Python* will decrement the counter.
- In *Python and ReactJS*, create an endpoint /move that will move the character to the appropriate spot based on where the user clicked.
- In *ReactJS*, make a generic error message for when /move returns False.
- In *ReactJS*, reflect a player's valid move on the game board if /move returns True.
- In *Python*, create an endpoint that accepts an object containing a chat message, userid, and username. It will run a validation to ensure the message doesn't violate the community chat guidelines of Squared.

- In *ReactJS*, based on the queue from *Python*, assign colors to the players.
- In *Python*, take players from the queue and stick them into the game data structure.
- In *ReactJS*, based on the output from validate move, move the character accordingly.
- In *HTML*, add a page that shows the player that they are waiting for more players to join before starting.
- In *ReactJS*, add the player characters to the board.
- In *Python*, add a method for hashing passwords with SHA-256
- In *Python*, add routes for registration and login.
- In *HTML*, adjust the UI in game.jsx to make the score, turn, and dice appear on the screen to the side of the board.
- In *HTML*, add a score component to the board.
- In *Python and ReactJS*, create chat box functionality.
- In *HTML*, general improvements to flesh it out to make it appealing to the user.
- In *Python*, start working on various item functions.

Scrum review: *(What went well in Scrum, what could be improved, and what changes will be made)*

The past two scrum meetings have served to partly establish Team Squared's game plan during some of its penultimate weeks of development in ensuring that aspects of *SQUARED* that have remained neglected or beyond the direct focus of Team Squared at any point in time throughout the course of the project's development so far are acknowledged, reflected upon from a team standpoint, and properly worked upon. The scrum meetings were effective at establishing this, but more effort still must be put into ensuring that Team Squared can proactively tackle substantial group projects and larger components of *SQUARED* that may need implementation in order for the development of *SQUARED* to have confidently been completed.