Sprint Review 3

Features implemented:

- Added random item list generator
- Implemented game creation functions
- Made clicking a square send a request to the API to process the move
- Added move validation
- Updated README with more information on installation and running
- Added a string parser to the backend
- Added a scorebar to the UI
- Added a queue to let players wait for an available game
- Added a way to sort new players into a desired game

Issues fixed:

- Corrected CORS permissions to access API
- Fixed UI to make it viewable on many screen sizes
- Fixed data structures to update properly
- Updated Use Case descriptions and models
- Fixed remaining SRS issues

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

Went well:

We had a clear vision going in of what we wanted to achieve this deliverable. We also communicated well during our meeting as to what features each of us personally wanted. As a result we were able to quickly assign and do tasks needed to reach our goal of getting the barebones game operational. We also took to breaking up features into many small tasks that we could work on bit by bit to get the big features done.

Problems:

Some tasks required others to be done prior. For example, one task required a function that wasn't implemented yet. Since this wasn't documented the function was never assigned and people had to move around a bit as to what they planned on doing.

Solution:

Couple tasks together and record what they depend on being done prior. Doing this will allow us to pinpoint exactly what's the most important thing to get done before any other features and give us a clear vision going forward in the development process.

Changes made:

- Dice and chatbox were split into their own components
- The board is now dynamically generated, allowing for control over sizes
- Minor stylistic upgrades

Plans for next sprint:

The primary point of focus for Team Squared's next sprint will be focusing on finishing any remaining *attack plan* tasks outlined during the prior deliverable. This week's attack plan will consist of the following tasks, which will each be partially discussed and established among the team during this week's team scrum meeting:

- 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)*

In our scrum, we decided to put an attack plan into effect and will be updated every time that we meet. This includes all of the development tasks that we need to get done as first priority. We also discussed how we were going to display our architecture in a professional manner. There was discussion about how everything was going to tie in together and it led to everybody being on the same page in the end. We could improve on being crystal clear with documentation on who is responsible for what parts of the attack plan. I wouldn't change much from our last meeting as long as we stick to the attack plan.