

Team 5 | Sprint 2

Daily Scrum Minutes

**Not all daily scrums may be recorded. This is merely evidence to demonstrate that such meetings are occurring*

Friday, March 17th, 2023

- The goal for the next meeting will be to discuss the takeaways from Sprint 1 and set goals for Sprint 2.
 - Everyone should reflect on these two points and provide feedback during the next meeting.
- Everyone is going to take a weekend of rest from the hard work put into the March 16th crunchtime (or look at items for the next Sprint).

Monday, March 20th, 2023

- *See Sprint Review Meeting Minutes in GitHub Repository*

Tuesday, March 21st, 2023

- Jeffrey found a possible CI/CD pipeline through CircleCI and Heroku; both of which are free for students up to a certain point.
 - Everyone will look into this and provide feedback.
- Everyone is continuing to look into other CI/CD platform alternatives as well.
- Thomas is getting ready to start the remaining prototypes.
- Chris and King are continuing to wrap up the remaining items from the previous sprint.

Thursday, March 23rd, 2023

- Thomas is wrapping up the first prototype today and it should be ready for review.
- Jeffrey has questions about the “interface boundary” documentation requested by Chris. So far he has the functions required by each page as well as the data associated with those functions.
 - He will upload it to the Teams chat for further clarification.
- Backend efforts are continuing on the blockers that remain from last Sprint.

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Friday, March 24th, 2023

- Thomas has finished the player profile prototype and wants to remove the game stats modal as it does not seem necessary for a minimal viable product.
 - Jeffrey agrees with the removal and overall look and function of the prototype.
 - Ticket was moved to code review
- In response to Jeffrey's questions about the interface boundary, Thomas thinks that it should include a list of any backend information/entities that need to be called for each page.
 - This way the backend teams know what information needs to be queried for each page and can work ahead on the calls needed for those pages.
 - This lines up with what Jeffrey already has and he just posted the document for review in the Teams chat.
- Slight concerns over player profiles displaying recent and favorite games and how those features will be implemented.
 - There is already some backend functionality for this and it may only need a few buttons to be utilized.

Sunday, March 26th, 2023

- Thomas has continued working on prototypes but has largely been tied up with deliverables for other courses.
 - The profile settings component and blocked users component are complete after much back and forth between Thomas and Jeffrey. The ticket and the User Profile ticket have been moved to the done column on Jira.
 - Many of the changes were to make the overall components simpler as well as to implement missing features.
- Jeffrey is continuing his research into the CI/CD, reviewing Thomas's work, and implementing the user profile prototype into the React UI.

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- Chris and King are close to finishing stories that were out-of-scope for Sprint 1. A lot of backend functionalities have been implemented.

Monday, March 27th, 2023

- *See Sprint Review Meeting Minutes in GitHub Repository*

Tuesday, March 28th, 2023

- Jeffrey has found some web services that only require a username/gamertag and can retrieve that user's public info/stats:
 - [Riot Developer Portal \(riotgames.com\)](https://riotgames.com)
 - [Rocket League API Documentation \(rocket-league-rocket-league-default\) | RapidAPI](#)
 - [Call of Duty: Modern Warfare API Documentation \(elreco\) | RapidAPI](#)
- King and Jeffrey will meet tomorrow at 6pm EST to discuss CI/CD research efforts.
- Thomas is continuing work on the UI prototypes.
- Chris is continuing efforts on backend development.

Wednesday, March 29th, 2023

- Thomas has finished the 1st draft of the "Player Search" prototype but isn't sure about a couple of items:
 - Having a grey background behind each player card to bind information together and help separate different players' stats.
 - The implementation of the "recommended" highlighting and label
 - The color scheme for the playstyle preference. He was originally going to use green-yellow-red for casual, semi-casual, and competitive, but red feels weird considering its also used for the block user and deactivate account buttons

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- Thomas has also reviewed the requirements for upcoming sprints:
 - Sprint 2 will finish April 5th, which is next Wednesday
 - Sprint 3 Additional Requirements (ends on April 26th)
 - 1 New BDD Test
 - 10 New Unit Tests
 - CI is Running
 - CD is Running
 - Application is a complete software solution
 - Final Presentation is due on April 26th
 - Going to assume that the research paper is also due on the 26th since the date is messed up on D2L
- King and Jeffrey are meeting today at 6pm EST to discuss CI/CD options.
- The team needs to focus on utilizing more dummy data instead of worrying about retrieving actual statistics.
 - While utilizing web services to grab some real-time data is important, the entire application is not required to do so for the purposes of this course.

Thursday, March 30th, 2023

- As per Jeffrey and King's meeting:
 - CircleCI was determined it to be a good fit as it can integrate with GitHub and Heroku.
 - All of these platforms offer free plans for students and do support the project's tech stack.
 - There's good documentation on CircleCI and Heroku so it should not be too hard to get a basic pipeline working.
 - Thomas will, as the admin of our GitHub repo, need to either create a CircleCI account and set up the project via this link:
<https://app.circleci.com/settings/project/github/teandersonj/Team-5-Web-Services-Engineering>.

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- Alternatively, he can transfer ownership of the repo to Jeffrey or King for them to be able to set up the CI.
- Thomas will go ahead and set up CircleCI as the admin of the GitHub repository and will send out links to join the CircleCI organization asap.
- Jeffrey is continuing his efforts on the React UI for the “User Settings” page.
- Thomas is also finishing the “Game Search” prototype today.
- Chris is continuing his efforts on backend calls.
- King is out due to being called in for the military.

Friday, March 31st, 2023

- Everyone is set up on CircleCI successfully after walking through it in stand up.
 - First thing the team will need to do is create the config file that will tell the service to pull from the main branch (as that is where most of the stable, finished code is).
- Thomas has finished the “Game Search” and “Game Stat Modal” UI prototypes.
 - The team discussed the draft and finalized the result (posted in the Teams chat and will be uploaded to GitHub at a later date).
- After a discussion, it was decided that the team will need to take a deeper look into APIs to see what they will actually provide as some of the already selected APIs did not fit as the team’s needs as expected.
 - Thomas thinks that staying away from statistics tied to a specific player should be less taxing on efforts in the long run.
- Jeffrey is continuing to look into CI integration but will be out of town for the weekend so his reporting/efforts may be delayed.
- Chris is continuing to move backend efforts along and picking up some of King’s efforts while King is out on military duty.

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Saturday, April 1st, 2023

- Thomas has been a little delayed in his efforts due to other courses but has finished the first draft of the “Friend’s List Modal.”
- Jeffrey reviewed the “Game Search” prototype and moved it into the done column in Jira.
- Everyone is continuing efforts across the board with no major reports.

Monday, April 3rd, 2023

- *See Sprint Review Meeting Minutes in GitHub Repository*

Tuesday, April 4th, 2023

- Jeffrey has pushed his changes for the “Player Search” page in a new pull request.
 - He also fixed the unit tests for “User Settings” and added two additional ones.
 - Jeffrey will get the changes for the ERD to Chris tomorrow morning, but would also like a small demo of example requests and responses for any new/changed endpoints if it is possible.
- Thomas is running into a bug on the profile settings page where he can click edit, and type in the input field, but as soon as 1 character is input, it deselects the field. After clicking on the field again, but can type like normal.
 - This behavior is likely from the component rerendering when the submit button appears. Jeffrey will look into it.
 - Thomas will hold off on approving the PR for the “User Settings” page until it is resolved or deemed a known issue and pushed anyways.
- King is back from military duty and is helping Chris with wrapping up the backend items. A lot of them are finished, but just need to be thoroughly tested and code reviewed.
- Jeffrey and King will meet tonight at 9 PM EST to discuss CI/CD integration efforts.

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Wednesday, April 5th, 2023

- Jeffrey has fixed the bug on the “User Settings” page and Thomas has since approved the PR.
 - He has also made a couple changes to the ERD to bring it up to date based on the prototypes; just a couple minor changes to the Game entity and he added the Player_FavoriteGames merge table
- Jeffrey has made a lot of headway on CI/CD integration and it should be ready for the deadline today.
- Thomas has finished the React UI for “Player Search” and has opened a PR for it.
 - He has also completed the unit test requirement and is working on the BDD test as well as documentation efforts.
- Chris and King are still on track to finish backend efforts by the due date tonight.