

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*