

# Sprint Review IV

Gedeon Rugema is the Scrum Master, Tristan Zippert is the Product Manager

Tristan Zippert

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## Features Implemented:

We added features the website branch of the project including a schema for the database and starter code was made for the routes of the website.

## Issues Fixed:

We fixed the issue where testing was difficult on non-mac machines, and we fixed this by turning the entry-point of the game into a library.

## Implementation Review:

Since the IOS branch was ahead of the main branch — and the computer version of the game— we decided to merge the IOS branch into the main branch. This included fixing the issue of testing the game on non-mac machines, while at the same time making the game computer compatible with little to no issues. The only main issue that came up was that Rusts build system for multiple targets at once is very difficult to set up ( especially compiling to mobile and IOS at the same time ), so the base of the game solely exists as a library thats built by the Rust `example` command. This allows the two versions of the application to be separate while at the same time preventing Rust from being confused as to what to build with the file structure.

## Changes Made:

As a group we decided what the database schema should include for ranks. Ranks is now a separate table in a postgres database with a reference to the User, making the ranking easier to display.

## Plans for next sprint (What will be done for next sprint):

Next sprint, the goal is to get the pinball and other 3D objects into the game. The goal for the website is display a main page that allows REST requests and displays the result.

## Scrum Review

Overall, the scrum went really well. We were able to collaborate and solve issues as a team, and we made sure to distribute tasks to each team member that suits their expertise. A future improvement could be made in the form of scheduling a time to meet with the TA or instructor for a review as to improve our grades.