

# Sprint Review VI

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## Features Implemented:

We added unit tests and more methods for the website to add users to the database.

## Issues Fixed:

Some issues occurred with compiling the application since Bevy updated some of their functions. We fixed it by updating the music functions.

## Implementation Review:

For the website we added functions that interact with the database through the Diesel ORM and changed some of the tables around so they became a bit easier and deserialized (instead of NativeDateTime being stored as the struct, it's stored as a string and converted back from the database). As for the game side of things, Bevy changed how multi-tracked music is played through a handler, since before functionality had to be done through a package called Bevy Kira Audio. So they ended up making their own native audio playback.

## Changes Made:

For tables, we decided to separate users and images and scores into their own tables. The images and scores tables can be indexed based on the user table id.

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

Next sprint, the goal is to get the physics of the pinball, along with the board that goes on seemingly forever. In addition, we also would like to add a score calculator, based on the distance traveled.

## **Scrum Review**

Overall, the scrum went very well. We were able to collaborate and solve problems as a team, and made sure to distribute tasks to each team member based on their expertise. For improvement, I think at this point everything seems to be perfect. Our communication has improved a lot, which makes collaboration easy and possible.