**Sprint Report**

**Section 1 - Meta information**

Team: Group 03 - Mikkel Johannessen, Jonathan Pedersen, Vetle Holte Gare, Aleksander Hagland, Patrick Borgen, Torjus Bakken

Sprint number: Sprint 2

Schedule: 10.02.2025 – 07.03.2025

**Section 2 – Sprint planning note**

**2.1. Sprint goals**

In this Sprint, we want to produce prototypes of our website and create a template/index for the rest of the website’s pages.

**2.2. Definition of done**

* DoD of each single User story, meaning that alle the requirements of the user stories are met.
* We look through our backlog and complete everything on our to-do list.
* We go through unit testing of each separate part of the project. (Website, php and database)
* Product backlog remains updated until empty.
* Project deployed on Microsoft Windows 11.
* Project will be tested on PC and mobile devices.
* Each report will be finished before each due date.
* Universal Design will be followed during programming of the website. (gestalt laws, GDPR, and dark mode).
* Sprint marked as ready for the production deployment by the Project leader.

**2.3. Sprint backlog items**

|  |  |  |  |
| --- | --- | --- | --- |
| **Item Id** | **Item description** | **Size Estimation** | **Customer value** |
| U01 | Planning | 20 | Low |
| U02 | Prototyping | 2 | Medium |
| U03 | Customer meeting | 3 | High |
| U04 | Front end start | 10 | High |
| U05 | Back-end start | 10 | High |

Et bilde som inneholder skjermbilde, Multimedieprogramvare, programvare, tekst

KI-generert innhold kan være feil.**2.4. Project management board**

**Section 3 – Sprint Review note**

**3.1. Reflective summary**

**Participants**: Mikkel, Jonathan, Vetle, Aleksander, Patrick, Torjus

**Meeting** **duration**: 1 hour

**Location**: Discord

**Summary of what was discussed:**

Meeting with Sarah Wang, as well as going over each participants responsibility during this sprint of the GreenCode Initiative Project.

The meeting focused on prioritizing tasks for the GreenCode Initiative project, which aims to create a website promoting sustainable programming practices. Key discussion points included:

Requirements: Identifying core requirements like a functional website, educational content, green programming tools, and user accessibility, and a project management board to see the backlog and what to do next.

Product Backlog Prioritization: Reviewing and prioritizing the product backlog items, with initial emphasis on:

High Priority: Backlog items 1 (Sustainable Programming), 2 (Practical Tools), and 6 (Responsive Design). These are essential for the website's core purpose and providing immediate user feedback.

Medium Priority: Backlog items 3 (Universal Design) and 4 (Case Studies).

Low Priority: Backlog items 5 (Contact and FAQ) and 7 (Certifications).

User Stories and Acceptance Criteria: Creating user stories from the user's perspective and defining clear acceptance criteria for each task.

Estimation Techniques: Agreeing to use story points for estimating task complexity and effort.

Task Breakdown: Breaking down larger tasks into smaller, manageable user stories.

Task Assignment: Reviewing the Gantt chart for task distribution and ensuring team members are comfortable with their assignments.

Risk Management: Reviewing potential risks like team member absence due to illness and establishing backup strategies.

Sprint Goals and Definition of Done (DoD): Committing to assigned tasks and defining "Done" as a functional website with reviewed content and accessibility testing (targeted for Sprint #3).

Next Steps: Reviewing the product backlog, prioritizing tasks related to the website, and setting goals for the coming weeks.

Stand-up Meeting: Postponing the next stand-up meeting to next week due to the weekend.

**Demonstration result:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item Id** | **Item description** | **Estimation** | **Status** | **Demo** |
| **U01** | Planning | 20 | Ongoing. Planning is done throughout the project, and won’t finish until the project is. | Yes |
| **U02** | Prototyping | 2 | We finished a low- and high-fidelity prototype | Yes |
| **U03** | Customer meeting | 3 | Finished, spoke to Reider and got information on his wishes regarding the looks and functions of the website. | No |
| **U04** | Front end start | 10 | Finished, we now have a working index for the website. | Yes |
| **U05** | Back-end start | 10 | Finished coding a table in SQL and started PHP connection | No |

**3.2. Customer feedback**

**Example:**

* Overall, the Sprint goal is well achieved. We finished all our assigned tasks within the scheduled sprint.
* Story U01 is complete. The customer gave their feedback on our plan so far.
* Story U02 was finished quickly. The customer gave us their feedback on the colour scheme of the website and UI requirements.
* Story U03 was finished within the timeframe of three days, and the customer informed us of their wishes regarding the look and functions of the website, also wishing for a nav-bar and footer.
* Story U04 The customer gave us feedback on our prototype, which we kept in mind when starting work on HTML and CSS.
* Story U05. The customer gave us nothing of note, this was more of our own interest to add. We are currently working on SQL and PHP, which we will connect to our website through JavaScript.

**Section 4 - Retrospective meeting note**

Participants: Mikkel, Jonathan, Torjus, Patrick, Aleksander, Vetle

Meeting duration, location: 2 hours, on Discord.

Start Doing:

* Start programming in PHP and JavaScript
* Introduce proper test plan with a list of test cases to identify and fix bugs more efficiently.
* Start writing final report

Stop Doing

* Having meeting too early for everyone to be productive. (will enhance performance)
* Stop procrastination
* Use AI less. No ChatGPT unless it’s for inspiration or code checking.
* Bad communication. (as in start making clear plans for meeting).

Continue Doing

* Project management board in GitHub.
* CSS, SQL and HTML programming.
* Collaborative Teams: Continue the practice of having teams work closely together.
* Continue prototyping along the way to ensure the cleanest and greenest code.
* Using innspill to get feedback, be it good or bad.