LIVE | Educational Video Game Database
Sprint 1 Retrospective

Team Roles:

Product Owner - Zachary McDowell
Scrum Master - Nilo Lisboa
Developers - Komo Zhang (5 pts), Yeon Chae (8 pts), Xiuyu Tang (9 pts)

Stakeholder:
Dr. Michael Rugh - michael.rugh@tamu.edu

Customer meeting date/time/place:

Mondays @ 6pm, online meetings on Zoom.

Link to:

Pivotal Tracker: https://www.pivotaltracker.com/n/projects/2690138
Github Repo: https://github.com/yeonchae62/LIVE
Github Deployment: https://evg-library-8a920fa9c3cb.herokuapp.com/
Code Climate Report: https://codeclimate.com/github/yeonchae62/LIVE

Dates of Sprint: Feb 5th 2024 - Feb 19th 2024

Documentation of Procedures:

[Database with deployment]

1. Create heroku development for the application
2. Change deployment DB from Mongo to PostgreSQL

[Representation to users]

3. Implement a basic main page that introduces the application
4. Implement links to other functions on the main page
5. Create a login page for users

[User modeling]

6. Allow users to create a new count

[Client's database]

7. Create a database using MongoDB or PostgreSQL
8. Populate database with CSV data given by LIVE Lab

[Function]

9. Allow any user to create new game entries in the application
10. Allow any user to delete games from the application

11. Allow any user to edit information on an education game's details screen
12. Create a login page for users

Sprint Goal:

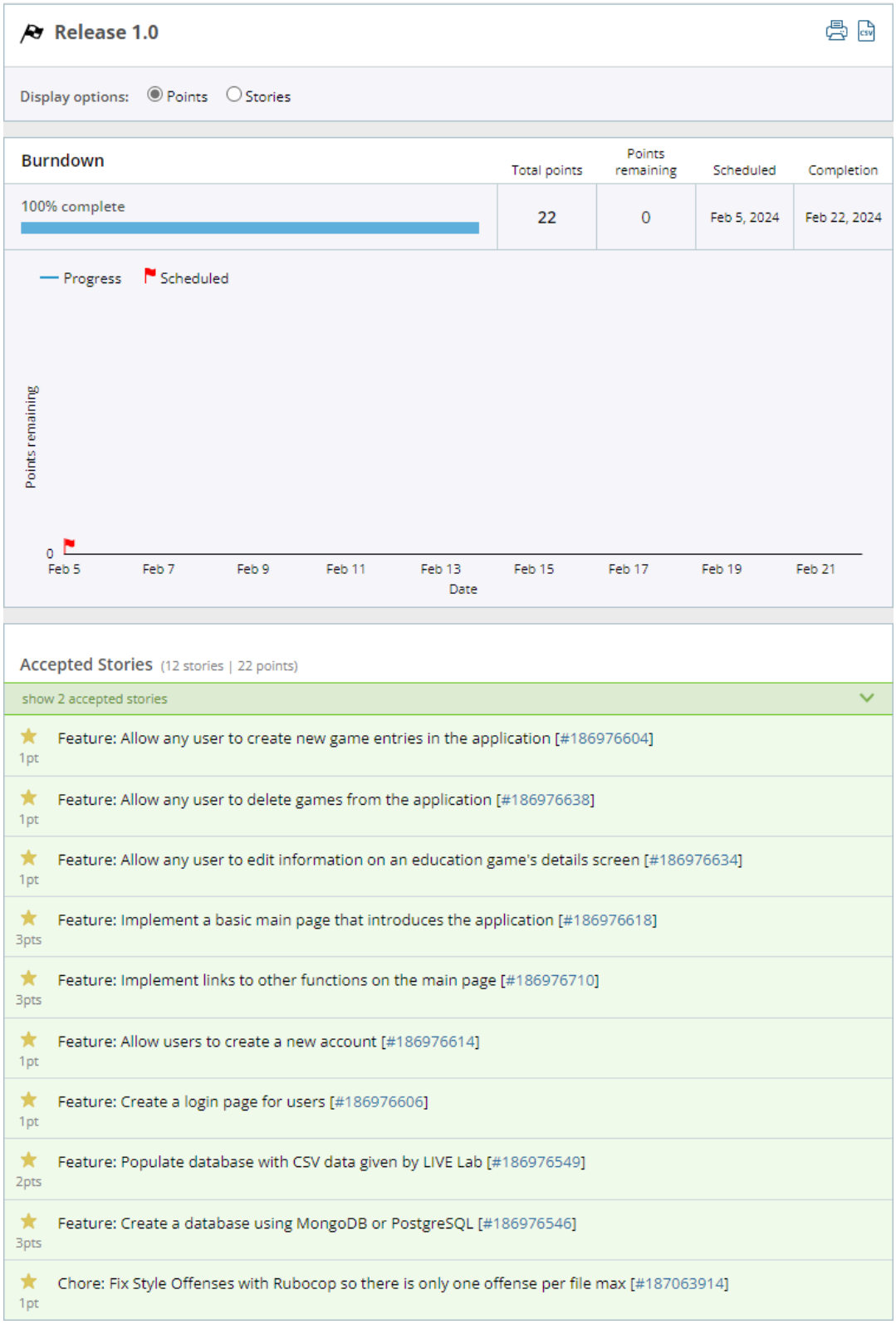
Initialize the project. Set up the main page of the website and provide some basic actions on the page. Set up the database. Deploy the project using Heroku so that our customers can access the website.
[The primary goal for Sprint 1 was to initiate the project by setting up the main page of the website, offering basic navigational actions, establishing the database, and deploying the project on Heroku. This objective aimed to make the website accessible to customers, thus providing a foundation for the development and iterative enhancement of the application.]

Sprint Achievements: All of the stories on the following list of Sprint Backlog Items

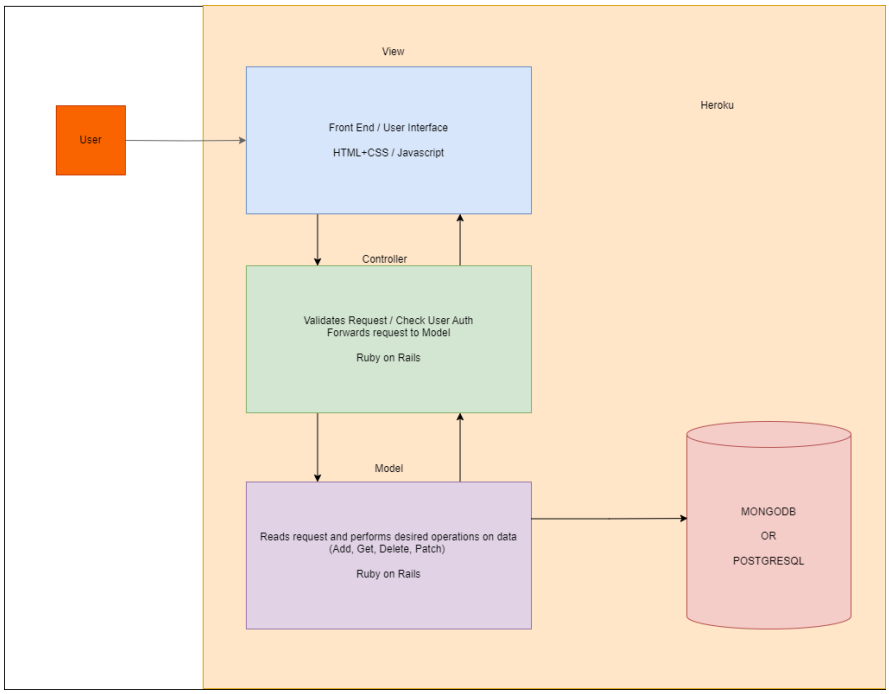
List of Sprint Backlog Items:

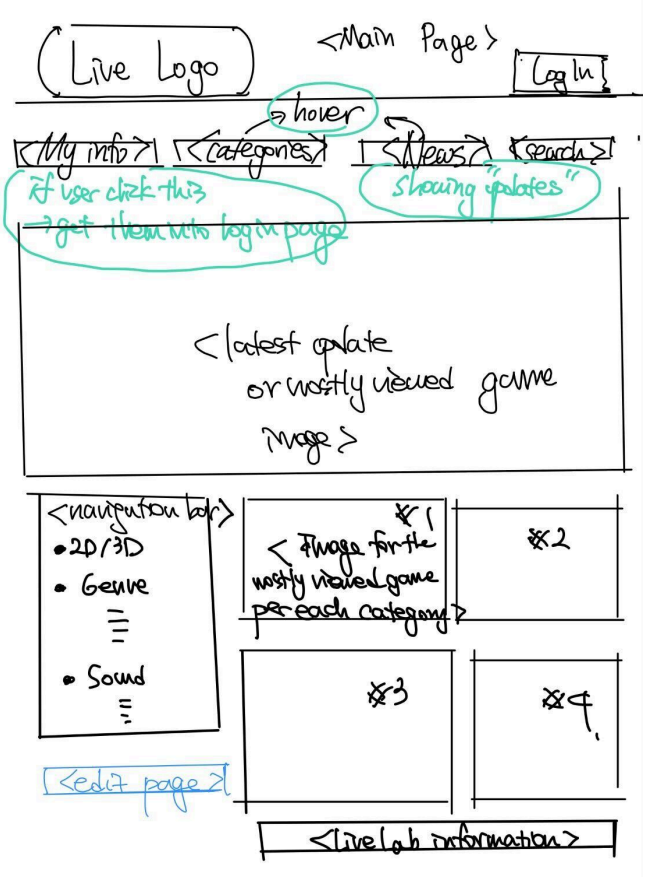
- Chore: Create Heroku deployment for the application
- Feature: Populate the database with CSV data given by LIVE Lab
- Feature: Create a database using MongoDB or PostgreSQL
- Feature: Implement a basic main page that introduces the application
- + Chore: Change deployment DB from Mongo to PostgreSQL
- * Feature: Allow any user to create new game entries in the application
    - Originally was meant to permit only privileged users, but focusing on base functionality of any user was a better target for the story in the first sprint.
- * Feature: Allow any user to delete games from the application
    - Originally was meant to permit only privileged users, but focusing on base functionality of any user was a better target for the story in the first sprint.
- * Feature: Allow any user to edit information on an education game's details screen
    - Originally was meant to permit only privileged users, but focusing on base functionality of any user was a better target for the story in the first sprint.
- + Feature: Implement links to other functions on the main page
- + Feature: Allow users to create a new account
- + Feature: Create a login page for users
- + Chore: Fix Style Offenses with Rubocop so there is only one offense per file max
- - Feature: Create a search bar that is capable of retrieving data from the DB
    - A search bar was visually created as a part of developing the front page, but it is not yet capable of retrieving DB data.

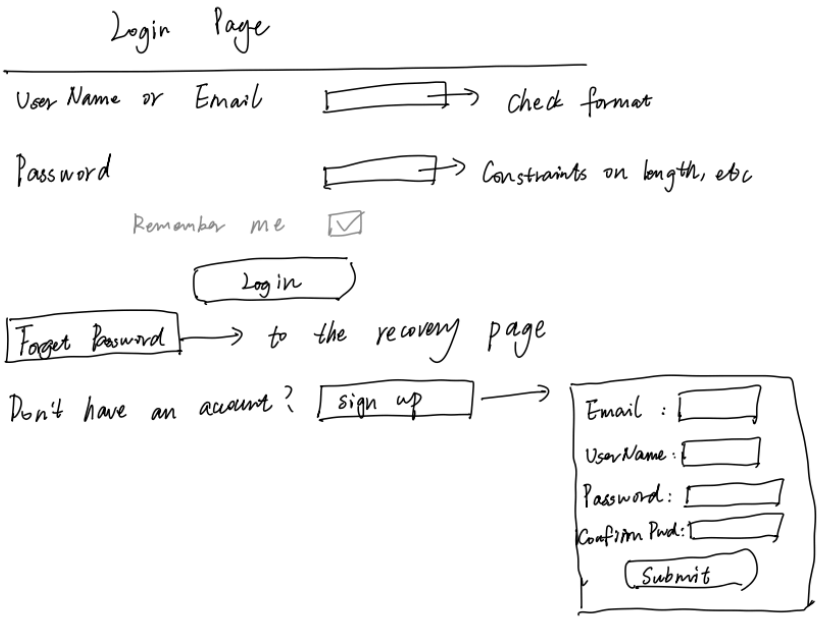
Burndown:

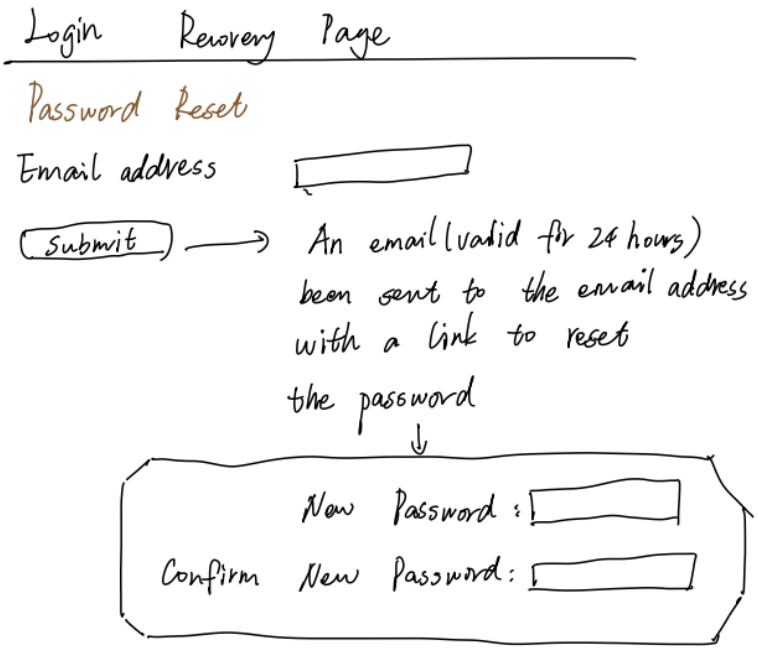

Release 1.0
Display options: Points Stories
Burndown
Total points
Points remaining
Scheduled
Completion
100% complete
22
0
Feb 5, 2024
Feb 22, 2024
Progress
Scheduled
Points remaining
0
Feb 5
Feb 7
Feb 9
Feb 11
Feb 13
Feb 15
Feb 17
Feb 19
Feb 21
Date
Accepted Stories (12 stories | 22 points)
show 2 accepted stories
1pt Feature: Allow any user to create new game entries in the application [#186976604]
1pt Feature: Allow any user to delete games from the application [#186976638]
1pt Feature: Allow any user to edit information on an education game's details screen [#186976634]
3pts Feature: Implement a basic main page that introduces the application [#186976618]
3pts Feature: Implement links to other functions on the main page [#186976710]
1pt Feature: Allow users to create a new account [#186976614]
1pt Feature: Create a login page for users [#186976606]
2pts Feature: Populate database with CSV data given by LIVE Lab [#186976549]
3pts Feature: Create a database using MongoDB or PostgreSQL [#186976546]
1pt Chore: Fix Style Offenses with Rubocop so there is only one offense per file max [#187063914]

Design Diagram:






Login Page
User Name or Email
Check format
Password
Constraints on length, etc
Remember me
Log in
Forget Password
to the recovery page
Don't have an account?
sign up
Email :
UserName :
Password :
Confirm Pwd:
Submit


Login Recovery Page
Password Reset
Email address
Submit
An email (valid for 24 hours) been sent to the email address with a link to reset the password
New Password :
Confirm New Password :

Additional Documentation (if applicable)]: N/A

Code & Test Evaluation:

(a) Code & Test Quality:

SimpleCov Coverage: 100%

Code Climate Scores: (https://codeclimate.com/github/yeonchae62/LIVE)

- maintainability: A
- test coverage: 100%
- code smells: 0
- duplication: 0

(b) Code Style:

RuboCop inspected 47 files. After some autocorrections and manual modifications, there remain 2 offenses in total.

BDD & TDD Coverage:

(a) Cucumber: 5 scenarios and 31 steps. All scenarios and steps passed, covering all features.
(b) Rspec: 22 examples. All examples passed, covering all functionalities.

Customer Demo: **Feb 19th, 2024 - Zoom meeting**

The team presented our deployment to Dr. Rugh and his team, showcasing an initial web page that consisted of a simplistic game browsing page, example featured games, a section for the user to login, and a search bar. Clicking the login button redirects the user to a page where they are able to enter a username and password. For those not registered, a corresponding “Registration” button is displayed to direct them through a sign-up process.

Dr. Rugh expressed satisfaction with our current progress. His further recommendations included finalizing the account setup and displaying several games directly from the database.