

Sprint Review 2

- Features implemented

The grid class was implemented.

The toolbar was re-implemented and its selection buttons were added:

- draw line
- erase line
- draw orb
- erase orb
- duplicate

- Issues fixed

There were no bugs found during this sprint.

- Implementation review

It was discovered that due to our collective lack of knowledge in Javascript, implementing Acies with React JS would not be feasible. We therefore chose to change track and use pygame, since some of the team has experience in it. Although this was a bit of a last minute change, it worked out well in the end, and will make the future development of the app much easier.

- Changes made.

- Second iteration of the Sprint Backlog has been completed.
- Kanban board has been updated.
- Architecture design has been drawn out.
- SRS' comments have been addressed and updated
- Use Cases and Models have been made

- Plans for next sprint

An eyedropper tool will be implemented, along with a delete tool(trash icon), a slider to adjust the ball's speed, and finally a toolbar that allows the adjustment of the audio played. Requirements of Deliverable 3 will be fulfilled.

- Scrum Review

Team met for a couple of days spending at least 2 hours per day working on the deliverable. This style has remained to be effective for the project so far. Assignments were given and no problems were encountered while working on said assignments.