

**From:** "Smith, Jonathan" <jsmith245@ewu.edu>  
**To:** "Gainer, Nicholas" <ngainer@ewu.edu>, "Freeman, Timbre" <tfreeman3@ewu.edu>  
**Date:** February 13, 2023 2:46 pm  
**Subject:** Fw: [CS 488T] Sprint 20 Report, Team 7 [PRIVATE]

**From:** Tappan, Dan <dtappan@ewu.edu>  
**Sent:** Monday, February 13, 2023 2:43 PM  
**To:** Smith, Jonathan <jsmith245@ewu.edu>  
**Subject:** Fwd: [CS 488T] Sprint 20 Report, Team 7 [PRIVATE]

Here's the private report that goes to the instructor. Names are redacted.

----- Forwarded Message -----  
**Subject:**[CS 488T] Sprint 20 Report, Team 7 [PRIVATE]  
**Date:**Sat, 19 Mar 2022 11:43:18 -0700 (PDT)  
**From:**[shelbyemailrelay@gmail.com](mailto:shelbyemailrelay@gmail.com)  
**To:**[dtappan@ewu.edu](mailto:dtappan@ewu.edu)

This report describes the activities of your EWU Senior Project team over the previous self-evaluation period (usually Saturday through Friday). It contains only public information. Private information and comments, etc. are available only to the instructor. If you notice any discrepancies or have questions, please contact Dan Tappan at [dtappan@ewu.edu](mailto:dtappan@ewu.edu).

## Sprint 20 Team Report

Team 7: Blockchain Card Game

- STUDENT1
- STUDENT2
- STUDENT3

## Logged Hours

The team is generally free to work whenever they want during the sprint. The expectation for a team of three members is 45 hours total (15 per member) on average. However, this number will vary throughout the course.

Individual Hours:

Member	Hours	All Sprints							Count <sup>1</sup>	Missed
		Total	Min	Max	Avg <sup>1</sup>	Avg <sup>2</sup>	Std <sup>2</sup>			
STUDENT1	14.0	134.0	0.0	14.0	8.4	9.6	4.1	14	2 (13%)	
STUDENT2	15.0	134.0	4.0	15.0	8.4	10.3	3.4	13	3 (19%)	
STUDENT3	10.0	101.0	1.0	29.0	6.3	8.4	7.5	12	4 (25%)	
Team Total:	39.0									

<sup>1</sup>including and <sup>2</sup>excluding missed submissions for required sprints

Team Hours:

																				Sprint				
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total	Min	Max	Avg	Std
0.0	15.0	31.0	8.0	16.0	14.0	0.0	0.0	0.0	0.0	15.0	28.0	19.0	53.0	15.0	26.0	31.0	38.0	21.0	39.0	369.0	0.0	53.0	18.4	14.7

The following is optional descriptions of daily work that is not captured as activities below:

## Activities

Activities are member-defined units of work that are formally tracked from sprint to sprint (unlike the optional descriptions above). Every activity must be accounted for from its creation until it is completed or abandoned.

## New Activities

These activities were created by during this sprint.

## Completed Activities

These activities were completed during this sprint.

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**Activity 83.1:** Collections between node and webservice

Opened in Sprint 19 by STUDENT1; expected to take one sprint.

**Original description:** managing the collections between node and web server.

**Progress in Current Sprint:** completed collections between node and web server

**[PRIVATE] Teammates Concur:**

STUDENT2 ●  
STUDENT3 ●

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**Activity 75.1:** Design of battle system

Opened in Sprint 6 by STUDENT2; expected to take three sprints.

**Original description:** Layout of battle system and how the game loop functions

**Progress in Current Sprint:** Finishing touches include just making new cards and testing. Finished system including taking items from serve into battle system.

**[PRIVATE] Teammates Concur:**

STUDENT1 ●  
STUDENT3 ●

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**Activity 78.1:** R12 Deck Manager Process

Opened in Sprint 14 by STUDENT3; expected to take two sprints.

**Original description:** Working on assigning active deck and updating database out of total card collection.

**Progress in Current Sprint:** Finished this up.

**[PRIVATE] Teammates Concur:**

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**Activity 80.1:** R7-Progression process/Hero Tracks

Cole

Opened in Sprint 14 by STUDENT3; expected to take one sprint.

**Original description:** Working on implementing this into the profile page, with regards to Hero Tracks.

**Progress in Current Sprint:** Finished this.

**[PRIVATE] Teammates Concur:**

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**[PRIVATE] Hours Concur**

Left column is member being evaluated by remaining columns.

	STUDENT1	STUDENT2	STUDENT3
STUDENT1	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
STUDENT2	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
STUDENT3	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

**[PRIVATE] Performance Concur**

Left column is member being evaluated by remaining columns.

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STUDENT2	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
STUDENT3	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

### [PRIVATE] Comments on Teammates

Comments on STUDENT1 by:

STUDENT2:

STUDENT3:

Comments on STUDENT2 by:

STUDENT1:

STUDENT3:

Comments on STUDENT3 by:

STUDENT1:

STUDENT2:

### Team Reflection

This section refers to the team's collective perception of and reflection on the project over this sprint.

The instructions are: Consider the following four pairs of questions hierarchically. They are not the same question. If you think they are, then you are likely not using an appropriate breadth and depth of software-engineering thought. This course is a practical application of the aspects of product, process, and people. We are trying to account for everything: not just to create a good product, but also to learn from the process to improve the people. Reflect on the experience of the entire team collectively over this sprint. You do not need to account for all work, just two examples that are most representative of easiest and hardest. For reference, *understand* relates to the comprehension of what needs to be done; *approach* to how you think it should be solved; *solve* to implementing the actual solution; and *evaluate* to demonstrating to yourself and your team (if applicable) that the performance of your solution is consistent with everything else in the project. Remember [The Cartoon](#) from CS 350.

#### Understand

**Easiest:** How to close out the final parts of the project.

**Hardest:** How to document the development process and development tools between all of us over the two quarters.

#### Approach

**Easiest:** How we can present our project in the final presentation.

**Hardest:** How closely our requirements have stayed the same or drifted slightly over the development process.

#### Solve

**Easiest:** How close we are towards completion.

**Hardest:** The node race conditions and tricky scenarios concerning the node network interactions.

#### Evaluate

**Easiest:** How well we have met our set out goals.

**Hardest:** How we can best document the project and prepare it for a team to take it over later.

**Completion:** 98%. Finishing documentation and testing process.

**Contact:** n/a

**Comments:** Not at this time

### [PRIVATE] Team Comments

STUDENT1:

STUDENT2: None at this time.

STUDENT3:

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Report generated on Sat Mar 19 11:43:18 PDT 2022

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