Product Backlog

28 April 2024 / 21:00 / Zoom

Attendees

James Stanton, Herry Ye, Jarren Downward, Ruaan Maharaj.

Agenda

- Sprint Goals.
- Discuss the requirements get from the client.

Notes

- Discuss the main goal for the sprint: start making the board interactive and updating the uml diagrams.
- Herry says that we should start naming the user stories for this sprint as we would need it to implement the exact parts the board must be interacted with.
- Everyone starts discussing, and we decided that we have 10 user stories that we need to implement, but we have to provide 6 according to the sprint guidelines.

User Stories

- A player can apply a disc to end their turn, and the next players turn follows.
- A player can answer a question with a cube or disc being placed on the board.
- A player can ask a question with a cube, then the original player can put down a cube to complete the turn.
- A player can choose a question and ask a player if the creature is at that tile based on that players clue.
- A player can choose to ask a question or search for an area.
- A player is able to create a 3 player game and 2 cubes will be allowed to be used in the start of the game.

Next Meeting

Backlog Refinement – 29 April 2024/ 18:00