

Product Backlog

9 April 2024 / 22:00 / Zoom

Attendees

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

Agenda

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

Notes

- Discuss the main goal for the sprint: start implementing the overall game logic, updating the uml diagrams, Implementation of game recording and improvements of UI design.
- We start naming the user stories for this sprint.
- We all decided that we have a functional game and that the user stories can be seen as playing most of the game and recording game sessions. We ended up using 4 out of the 12 we suggested.

User Stories

- As a player I want to be able to see my moves when the game has finished.
- As a player I want to be able to download the recording of my game session.
- As a player I want to be able to record my screen whilst im playing the game.
- As a player I want to be able to start a new game without having to go through the process of initialising the game again.

Next Meeting

Backlog Refinement – 10 May 2024/ 22:00