

Backlog Refinement

10 MAY 2024/ 22:00/ ZOOM

Attendees

James Stanton, Herry Ye, Jarren Downward, Ruaan Maharaj

Agenda

- **Backlog Refinement**
- **Assigning tasks**

Notes

- James talked about introducing the multiplayer core functionality
- Ruaan suggested that we should Record game turns while game is played
- James said we should improve the board game logic.
- Herry says that we should discuss the number of points for each user story.
- Jarren said to continue to update the UML diagrams
- Ruaan says that the 10 points has worked and made us finish all the tasks, so we should implement it again.

User Stories

- As a player I want to be able to see my moves when the game has finished - 10 points
- As a player I want to be able to download the recording of my game session - 10 points
- As a player I want to be able to record my screen whilst im playing the game - 10 points
- 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 - 10 points

Next Meeting Agenda

Daily Scrum - 11 MAY 2024/18:00