

Sprint Planning Meeting

22 April 2024 / 20:00 / 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: set up board configuration for the game.
- Ruaan then said that we also need an UML diagram for this sprint.
- Jarren then said that he would continue to fix the database.
- James then said that we need testing code for the sprint, and that we should also mention some user stories to implement as we need 6 functional ones for this sprint.
- Everybody agrees and we decided on 6 user stories.
- Herry then said we need to design a home page for the game after users login successfully.

User Stories

- A user can click on learn to play, to learn how to play the game.
- As a user I am able to start a game with 3 players, and it actually starts.
- As a user I can check a box to enable advanced mode in the game.
- As a player I am able to start a new game whilst a game is operating.
- As a player I am able to view a clue when it is clicked.
- As a player I am able to click on the hint and I will be able to view it.

Next Meeting

Backlog Refinement – 23 April 2024/ 12:00