

Backlog Refinement

29 April 2024/ 18:00 / Discord

Attendees

James Stanton, Herry Ye, Jarren Downward, Ruaan Maharaj

Agenda

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

Notes

- Players need to put their beginning cubes across the board
- Each turn a player can ask a question or search and area
- Implement question logic
- Implement search logic
- Everyone starts discussing the amount of points needed for the user stories and that it will be important to finish these user stories as fast as we can.
- James and Herry suggest that the 10 point system has been working well as all tasks are dependent on each other.

User Stories

- A player can apply a disc to end their turn, and the next players turn follows - 10 points
- A player can answer a question with a cube or disc being placed on the board - 10 points
- A player can ask a question with a cube, then the original player can put down a cube to complete the turn - 10 points
- A player can choose a question and ask a player if the creature is at that tile based on that players clue - 10 points
- A player can choose to ask a question or search for an area - 10 points
- 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 - 10 points

Next Meeting Agenda

Daily Scrum - 30 April 2024 /18:00