

Backlog Refinement

23 April 2024 / 12:00 / Zoom

Attendees

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

Agenda

- Last meeting follow-up
- Backlog Refinement
- Assigning tasks

Notes

- James opened the meeting by reminding everyone the urgent requirements this sprint- board configuration. He then volunteered to set up the board configuration, and he mentions that we should indicate the amount of points each user story should take.
- Everyone agreed that each one should take 10 points again.
- Ruaan volunteered to work with UML diagram.
- Jarren volunteered to help with the UML diagram.
- Herry volunteered to design the home page for the game.

Action Items

1. UML diagram – Jarren, Ruaan.
2. Home page – Herry.
3. Test Driven Development – Jame.
4. Requirements Backlog – James, Ruaan.
5. Board configuration – James.

User Stories

- A user can click on learn to play, to learn how to play the game - 10 points
- As a user I am able to start a game with 3 players, and it actually starts - 10 points
- As a user I can check a box to enable advanced mode in the game - 10 points
- As a player I am able to start a new game whilst a game is operating - 10 points
- As a player I am able to view a clue when it is clicked - 10 points
- As a player I am able to click on the hint and I will be able to view it - 10 points

Next Meeting

Daily Scrum – 24 April 2024/ 13:30