

# Daily Scrum

17 April 2024 / 10:00 / Google Meet

## Attendees

James Stanton, Herry Ye, Jarren Downward, Ruaan Maharaj, Andrew Boyley

## Agenda

- **Sprint Goals**
- **Requirements Gathering**

## Notes

- Andrew starts the meeting by asking if we understand the game and what is expected. The team all agreed. He states that his intent for this project is to use the web app to train a AI player to play the game
- Andrew shows how he has reverse engineered the game configuration website and explains some details. The first six characters of the map code represent the six map pieces. The position of the white tower is the next two characters in row,column format. The next six characters represent the green and blue tower and shacks in the same format as the white tower respectively. He also tells the team that the coordinates are 0 indexed.
- Andrew wants the project to be able to access all json files containing the different board layouts and for the game to be playable. He also wants a game to be joinable by a link.
- Additional features he would like is a stats page, help page and filter games based on difficulty. He would also like all biomes that match the clue to become highlighted, e.g. highlight all water if the clue is water.
- Jarren asked if Andrew would like a ranked system for the game. Andrew stated that it would be good but is not needed until the end, a simple win-loss ranked system will suffice.
- James asked if there is any suggested frameworks we can use and Andrew suggested vue.js and react.js

## Next Meeting

Daily scrum - 18 April / 14:00