Meeting Agenda

Date: 2016-09-16
Facilitator: Daniel
Participants: Arvid, Daniel, Marcus, Patrik, Adam. Late arrivals by VOIP: Frej, Andréas

Meeting objectives

    a. Social contract
    b. Backlog
    c. Storyboard
    d. Meetings/schedule
    e. First sprint
    f. Name of application

Social contract

Meetings

- Write agenda at every meeting. This way any absent members can be informed afterwards.
- Let others know if you can't attend a meeting.
- Be on time or bring fika to the next meeting

Working

- Ask for help if you are stuck on a task
- Inform others about your work pace
- Do your best. We want the 5
- Just do it

Communication

- There are no bad questions. Always ask if you are unsure.
- No bullying. Bully = seminar

Backlog

- We are happy with the initial backlog

Storyboard

- Two scenarios: one with a person creating a new vocabulary. One with a person practicing words.
- Storyboards to be completed at end of meeting.

Meetings schedule

- Meeting at 11:45 at Johanneberg every Wednesday
- Additional meetings as required.
- Coding in group not mandatory, but times may be decided at weekly meetings

First sprint

- Initial sprint ends wednesday. Make initial mockups of app

Name of application

- iLearnSwedishEveryDAY
- SmackR
- SwaggR
- KasslR
- FishR