Meeting Minutes

14:01

All team members present.

- Sprint 1 ends Jan 31st

- Discussed progress of sprint 1 so far

  • Sprint 1 tasks are on track to be completed on time

  • Complete:

    - All base game logic completed, command line version in working state

  • Not complete:

    - Tests to be implemented

    - Stats/Database communication to be implemented

    - Test logs to be implemented

  • Issues in Sprint 1:

    - Stories could be more specific, split into more distinct tasks to avoid overlapping development

    - Stories moved to simple spreadsheet as Trello was not being used often

- Updated burndown sheet with actual cost for completed stories

- Stand up

  • Prototype created for the online version

  • Template for written report has been created on google docs

  • Command line version has been refactored to allow for testing

- Discussed statistics/database functionality still needed

- Everyone must become comfortable on necessary HTML & javascript before end of sprint 1