# Sprint meeting report – Sprint week 2:

## Topics for this sprint meeting:

* What did everyone do in the last sprint week?
* Did we achieve our goal that was set for the last sprint week?
* Did our work live up to the standards and goals that we set for the sprint week?
* Set goals for the current sprint week.
* Discuss topics that should be discussed with the customer
* Discuss the process of how the first prototype can be executed
* Does the group member get along well, and feel that no one is felt excluded?
* How can every group member feel that they can contribute to the group in a positive way?

## Sprint 1 wrap up

**What did everyone do in the last sprint week?**

Every group member contributed equally on the documentation needed for the sprint week. Also, everyone contributed equally on brainstorming phase for the initial game concept.

**Did we achieve our goal that was set for the last sprint week?**

We felt that we achieved our goals set for the last sprint week. However, as we received our feedback from last sprint artifacts, we saw that the quality of our documentation didn’t reach the standards that was set for that sprint week.

**Did our work live up to the standards and goals that we set for the sprint week?**

No, as said above the documentation did not have any high standards. And this is something we would like to improve and change on in this sprint week.

## Goals for the current sprint week

- Create a simple, but functional prototype in unity 3.

- Get more insight in Unity 3 engine.

- Learn more about how Git works, and get a good understanding of this process.

- Use Jira actively for every tasks (sprint issues).

- Focus on what the customer wants when creating the prototype.

- Have more structure when creating any type of scrum artifacts (product, documentation etc.).

- Review all of the previous documentation from the last sprint week. Translate the documentation from Norwegian to English. And try to meet the standards that is needed for sprint materials.

## Topic to be discussed with the customer

* Present our concept, and ask him how he feels about it.
* Try to get some feedback on how the customer wants the gameplay to be, or if we can do whatever we want (as we have a good idea on this matter).
* Ask which main factors that should be included in this sprint prototype.
* Target Audience, what does the customer want from this game?
* Try to guide and help the customer to find reasonable solutions.

## Prototype 1: Execution of process

*Discuss the process of how the first prototype can be executed.*

Everyone on the group should use Unity 3 (v.3.5.6f4). This program should be installed on each of the group members’ personal computer.

3D artists should use 3DS Max for the process of creating 3D models for the game. 3DS Max and Unity can easily be used upon each other.

Programmers should use MonoDevelop when scripting for this prototype. MonoDevelop is included in Unity 3, but the programmers will also use a standalone program for MonoDevelop.

Every group member will communicate freely within the group when discussing what assets are needed for the prototype. If a member needs something from another member, this will be requested directly to him. However, when requesting an asset to a developer, this task should be created as an individual issue on Jira.

We should use Jira for any (uncompleted or completed) asset created for the prototype. This is to have a structure on everything that is created, and also creates a version control for this process. If any assets are lost or broken, a backup (older version) of the asset should be found on Jira.

Github should be used to the same purpose as Jira. Everything created for the prototype (also including any other sprint artifacts) should be uploaded to GitHub. This is to create a solid version control and backup for the process of making a prototype.

## Group communication

*Does the group member get along well, and feel that no one is felt excluded?*

Every group member feels that we have a good communication within the group. Every group member can speak freely, and no on feels excluded when communicating, brainstorming or decision making.

## Individual expertise

*Does every group member feel that they can contribute to the group in a positive way?*

Every group member has the experience and expertise to fulfill their role. Everyone has something that they can contribute with to the group and this sprint week.