**Sprint Planning Meeting Minutes Template**

Meeting Date: 10/30/2023

Meeting Time: 6:00PM -8:00PM CT

Location: Discord

Attendees: Jacob, David, Chedlyne, Colin

1. Introduction:

Reviewing Product Backlog, creating sprint goal, task breakdown, capacity planning, and discussing potential risks.

2. Review of Previous Sprint:

For this sprint we completed three user stories which were to create the game ui, start screen, adding dashes for the size of the word, add a feature to exit the game, and a replay button. During this initial sprint we also created and organized our git repository

3. Product Backlog Refinement:

- As a player, I want to be able to see the revealed letter when I make correct guesses, so that I can progress in the game and have a chance of winning.

- Display guessed/unguessed letters

- As a player, I want to be able to stop a game of hangman at any time, so that I can start over or exit.

- As a player, I want to be able to see the hangman figure being drawn in stage when I make incorrect guesses, so that I can learn which letters are not in the word and how close I am to losing.

- As a player, I want to be informed when I have lost the game (entire hangman figure) so that I know that I can try again next time.

- As a player, I want to be informed when I have won the game (reveal all letters) so that I can feel a sense of accomplishment.

- Game Instructions

4. Sprint Goal and Scope:

Sprint Goal: To have a fully functional basic version of hangman completed.

- As a player, I want to be able to see the revealed letter when I make correct guesses, so that I can progress in the game and have a chance of winning.

1. Display correctly guessed letters on the screen.
2. Letters should be displayed above the corresponding dashed line.
3. Display should be moderately visually appealing.

- Display guessed/unguessed letters

1. All guessed letters should be displayed in a box near the input box.
2. Previously guessed letters shouldn’t be able to be guessed again.
3. When an letter is guessed a second time, a warning message is displayed.

- As a player, I want to be able to stop a game of hangman at any time, so that I can start over or exit.

1. Pause the game
2. Resume game after exiting

- As a player, I want to be able to see the hangman figure being drawn in stage when I make incorrect guesses, so that I can learn which letters are not in the word and how close I am to losing.

1. Determine number of guesses to fully draw hangman.
2. Hangman draws incrementally when incorrect letters are guessed based on number of allowed incorrect guesses defined previously.

- As a player, I want to be informed when I have lost the game (entire hangman figure) so that I know that I can try again next time.

* 1. Display lost message when entire hangman is drawn

- As a player, I want to be informed when I have won the game (reveal all letters) so that I can feel a sense of accomplishment.

1. Display "win" message when entire word is guessed.

- Game Instructions

* Descriptive text fields that lets the user know what:

1. Textbox for letters entered
2. Dashes are the correct letters guessed
3. Area for unguessed letters
4. Guess this word/phrase on top of the dashes

* Add game instructions to start screen

5. Definition of Done:

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6. Capacity Planning:

Teams capacity is 72-112 hours for the sprint

Chey: 14-22

Colin: 16-25

David: 18-28

Jacob: 18-28

7. Commitment and Sprint Backlog:

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