**Sprint Planning Meeting Minutes Template**

Meeting Date: 10/16/20223

Meeting Time: 6 pm – 8:30 pm

Location: Discord

Attendees: Chedlyne, Colin, Jacob, David

1. Introduction:

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

2. Review of Previous Sprint:

N/A

3. Product Backlog Refinement:

Set up Git Repository, Creating the game UI, adding exit button onto game, and the replay feature

4. Sprint Goal and Scope:

The sprint goal: - create GitHub and ensure everyone can use it effectively

- create the UI for the main screen and the game screen

- exit and replay button

- dashes on the play screen

- word box to type letters into

- create word database

- complete testing and review of code

The User Stories included in this sprint are:

As a player, I want to be able to start a game of hangman, so that I can have fun and challenge myself.

As a player, I want to be able to exit the hangman game at any time, so that I can stop playing when I want to.

As a player, I want to be able to replay a game of hangman, so that I can try to win again.

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5. Definition of Done:

Based off the acceptance criteria for each User Story the definition of done for the user stories are listed below:

* When I click the start button

Then I should see I see an hangman game screen.

1. # of underscore of the guess word
2. a box that I can type the letter

* Given I am playing the game, when I select the exit game option, then the game should end.

 Replay button that allows the game to restart with the following two options:

1. The user can restart with the same word.
2. The user can restart with a different word

6. Capacity Planning:

Teams capacity is 72-112 hours for the sprint

7. Commitment and Sprint Backlog:

The sprint backlog consist of the user stories

As a player, I want to be able to start a game of hangman, so that I can have fun and challenge myself.

As a player, I want to be able to exit the hangman game at any time, so that I can stop playing when I want to.

As a player, I want to be able to replay a game of hangman, so that I can try to win again.

Including the tasks of setting up the GitHub repository. Each story has a prioritized value as listed in the order above. The Game UI will have to be developed first before we can work on the exit or replay button. The tasks have been created based on each item that can be done individually. The risks are listed in the comment section of each user story.