Team Scrum Report 4

Project: ClassQuest

Dates Covered: Jan 9 – Jan 16, 2026
Last Scrum/Bazaar: Nov 27, 2025

Team member & project (re)introductions

Team Members:

- Dmytro Stepaniuk — Project Manager / Backend Developer
  Responsible for backend architecture, database design, deployment to Amazon Web Services, project coordination, documentation, and stakeholder communication.
- Alvin Tolentino — Frontend Developer / UI-UX Designer
  Focuses on student-facing interface design, character visuals, progression UI, and interactive components.
- Tolani Oke-Steve — Frontend Developer / UI-UX Designer
  Works on teacher-side experience, tutorials, gameplay structure, and early boss fight interface development.
- Brian Nenson & Kelly Chambers — Clients / Teacher Advisors
  Provide feedback on clarity, classroom usability, and pedagogical alignment.
- Prof. Tim Maciag — Academic Supervisor / Evaluator
  Oversees academic progress and milestone alignment.
- Yogesh Sharma — Mentor
  Provides guidance on technical direction, architecture decisions, and overall product strategy.

Project Overview:
ClassQuest is a web-based educational role-playing game platform designed to gamify classroom learning through quests, boss battles, guild collaboration, and character progression. The platform aims to balance engagement, fairness, and ease of use for both students and teachers.

Business Opportunity:
There is a clear need for an affordable and engaging classroom gamification tool following the discontinuation of Classcraft. ClassQuest addresses this gap with a scalable, serverless architecture and a flexible design adaptable to different classroom environments.

Scrum dates

Date since last scrum: Nov 27, 2025
Current date: Jan 16, 2026

Status description

Current Project Status: Green (with minor yellow indicators)

Reasoning:
The project continues to progress well on visual design and feature implementation. However, backend implementation and full frontend–backend integration remain critical next steps. These areas are actively being worked on but require focused effort to reach stability.

Individual Contributions:

- Alvin:

    - Created two new character sprites (Mage and Healer) using Krita.
    - Built a new student class selection screen (welcome.tsx) allowing students to choose between Warrior, Mage, and Healer.
    - Updated the character.tsx interface by converting "Active Quest" and "My Subjects" into tabs and adding a third "Rewards" tab that displays progress toward classroom rewards such as phone time, music time, or game time.

- Tolani:

    - Updated the landing page to better reflect a gamified experience.
    - Completed remaining teacher-side pages of the application.
    - Integrated feedback from Brian and Kelly to improve clarity and guidance.
    - Built a tutorial option for the teacher interface.
    - Started development of the boss fight interface and student tutorial.

- Dmytro:

    - Resolved a critical GitHub issue involving accidental commits of secret keys by removing the debug file and cleaning the repository history.
    - Continued backend development by designing the database structure, defining workflows between the application and database, and assigning appropriate keys, tags, and attributes.
    - Deployed and tested database tables on Amazon Web Services, with student and teacher tables currently in progress.
    - Communicated with Brian regarding project progress.

- - Contacted the Health & Safety Services Coordinator, Lauren Bradshaw, to confirm whether additional regulations apply to the platform and its potential public impact.

Action Plan:
Proceed with implementing database tables and application routes to enable data population and full backend functionality.

Project issues

- Backend Integration: Ensuring smooth interaction between frontend and backend while designing a structure that will scale without major refactoring.
- User Experience Balance: Preventing interfaces from becoming overwhelming while still providing sufficient interactivity and clarity.
- Workload Management: Ensuring all required features can be completed within the remaining timeline.

Progress:
All issues are actively being addressed and do not currently block development.

Project changes

No approved changes to scope or milestones.
Visual style updates include a stronger shift toward a pixelated 2D aesthetic, new characters, revised layouts, tab-based navigation, and early tutorial designs.

Documentation overview and/or project demo

Potential demonstrations for this scrum include:

- Student class selection screen.
- Rewards tab and updated character interface.
- Teacher tutorial interface.
- Early boss fight interface concepts.
- Backend flow and database structure overview.

No documentation updates were completed during this period.

Next up

Team-Level Goals:

- Implement remaining backend tables and application routes.

- Establish a clear and stable frontend–backend interaction pattern.
- Continue development of tutorials and boss fight mechanics.
- Maintain consistent visual and structural design across all pages.

Individual Goals:

- Dmytro: Complete core database schema, integrate backend routes with frontend, and continue deployment refinement.
- Alvin: Expand character designs, refine student interfaces, and support integration of rewards and progression systems.
- Tolani: Complete the boss fight interface, finish the student tutorial, and begin implementing dynamic gameplay features.

Upcoming Milestones:
Focus on delivering a usable product by the end of February or early March.

Team reflection

- On Track: Almost on track; backend integration remains the main risk area.
- Proud Of: Establishing a solid start to the semester, setting up the technical foundation, and producing strong initial character designs.
- Current Challenge: Defining a reliable and efficient development workflow that supports rapid iteration without rework.
- External Support Needed: Guidance from Yogesh Sharma once available.
- Concerns: Managing workload to ensure all planned features can be completed on time.

Overall Project Health: Green (with minor risks)

The project is progressing steadily, with strong visual development and early backend implementation. Focused effort on integration and workflow will be key to maintaining momentum.