Team Scrum Report 1

Project: ClassQuest

Dates Covered: Oct 23 – Oct 30, 2025
Last Scrum: This is the team's first scrum meeting

Team member & project (re)introductions

Team Members:

- Dmytro Stepaniuk — Project Manager / Backend Developer
  Oversees planning, documentation, backend architecture, AWS setup, and data logic.
- Alvin Tolentino — Frontend Developer / UI-UX Designer
  Works on interface layouts, visual flow, and implementation of student and teacher panels.
- Tolani Oke-Steve — Frontend Developer / UI-UX Designer
  Collaborates on UI design, game mechanics, and front-end responsiveness.
- Brian Nenson & Kelly Chambers — Clients / Teacher Advisors
  Provide pedagogical feedback and classroom validation.
- Prof. Tim Maciag — Academic Supervisor / Evaluator
  Offers milestone feedback and ensures academic compliance.

Project Overview:

ClassQuest is a web-based educational RPG platform that gamifies classroom learning through quests, boss battles, and collaborative guilds. It fills the gap left by *Classcraft's* discontinuation, giving teachers a flexible and affordable system that merges education with gameplay to increase engagement, motivation, and collaboration.

Business Opportunity:

Schools need engaging classroom tools that are simple for teachers, safe for students, and fun enough to sustain motivation. ClassQuest targets this need using a serverless AWS stack, scalable for province-wide deployment.

Scrum dates

Date since last scrum: Oct 23 2025

Current date: Oct 30 2025

Status description

Current Project Status: Green

Reasoning:

- Dmytro organized stakeholder feedback, documented next steps, and analyzed AWS hosting options.
- Tolani and Alvin adjusted and enhanced the Hi-Fi prototype in Figma, improving the UI for clarity and engagement.
- In the process of refinding game mechanics for accessibility and engagement.
- Professor Tim and classmates provided review comments that were analyzed and incorporated into the current interface.

Action Plan:

Continue connecting the front-end and back-end, implement AWS setup, and start evolving the current prototype into a working system.

Project issues

1. Game-Mechanic Balancing: Need to finalize fair attack/defense logic for mage, healer, and guardian roles. Also, we need to decide on the level up progression of the character.

2. Progress Accuracy: Determining leaderboard design that accurately reflects student performance while discouraging cheating.

3. Visual Consistency: Finalizing the color palette, minor UI animations, and game-like polish.

4. Stakeholder Feedback Delay: Awaiting key input from Brian and Kelly; their decisions may shift design direction.

5. IP Agreement: Ongoing disagreement about ownership split—developers seek majority control since they are building the system.

Project changes

· Updated the Hi-Fi prototype based on instructor feedback.

· Modified the student view structure to improve flow and clarity.

· No scope or milestone changes at this stage.

Documentation overview and/or project demo

· Demonstrating the revised Hi-Fi prototype, focusing on the student interface and interaction flow.

· GitHub demonstration

Next up

Team-Level Goals:

- Begin AWS setup on all team laptops.
- Establish connections between the front-end and back-end.
- Draft and review the intellectual-property agreement with Brian and Kelly.

Individual Goals:

- Dmytro: Finalize backend setup, continue AWS research, complete documentation, and coordinate stakeholder feedback.
- Alvin & Tolani: Continue character design, refine UI visuals, and test user interactions.

Next Team Meeting:
Weekly update meeting — Tuesday; next official scrum scheduled for Nov 6 2025.

Team reflection

· Overall Project Health: Green — On Track
Core prototype improved, team coordination strong, and next steps clearly defined. Awaiting stakeholder feedback and IP resolution before full development kickoff.

· Proud Of: The refined UI design and how the product's vision is now visually appealing for teachers and for students (will be properly tested in future iterations).

· Current Challenge: Designing fair, classroom-appropriate game rules and reward logic.

· External Support: Seeking additional guidance from mentor Yogesh Sharma for expert feedback on the prototype.

· Major Concern: IP agreement with Brian and Kelly — they request an unbalanced ownership share despite the team handling all technical development. Professor Tim recommends securing formal documentation protecting developer ownership while maintaining collaboration.