

Team Scrum Report 2

Project: ClassQuest

Dates Covered: Oct 30 – Nov 6 2025

Last Scrum: Oct 23, 2025

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 feedback and classroom validation.
- Prof. Tim Maciag — Academic Supervisor / Evaluator
Offers milestone feedback and ensures academic compliance.
- Yogesh Sharma — Mentor
Offers mentorship for product development.

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 30, 2025

Current date: Nov 6, 2025

Status description

Current Project Status: Green

Reasoning:

- Designed user story diagrams from both teacher and student perspectives.
- Expanded boss battle mechanics, refining HP, XP, and heart management systems for balanced gameplay.
- Researched animation tools and techniques to guide future visual design.
- Continued AWS environment setup—a challenging new tool but crucial for scalability.
- Received feedback from Brian & Kelly, which will be reviewed at the next team meeting.
- Drafted an Intellectual Property and Collaboration Agreement, to be analyzed with Saurabh Kapoor on Nov 7.
- Scheduled mentoring and advisory meetings:
 - Yogesh Sharma (mentor): Nov 6 at 11:30 a.m.
 - Saurabh Kapoor (IP consultation): Nov 7 at 2:30 p.m.

Individual Contributions:

- Dmytro: Drafted IP agreement, researched AWS hosting, set up mentorship and consultation meetings, contributed to diagramming.
- Alvin & Tolani: Developed user story diagrams, refined game mechanics (roles, boss battles, guild flow), advanced HTML/CSS implementation for Hi-Fi interface, and prepared assets for character design.

Action Plan:

Maintain progress toward AWS configuration, incorporate mentor and client feedback, and begin connecting front-end to back-end services.

Project issues

1. IP and Ownership: Team continues refining the IP agreement. Brian and Kelly accepted a reduced 5 % share each, but the final version requires consultation with Saurabh Kapoor and possibly Cultivator advisors.

2. AWS Complexity: The serverless architecture remains technically demanding. Alternatives like Lightsail and Rocky Linux were considered but would require full server management—introducing extra overhead and long-term maintenance risk. AWS serverless is still preferred for its scalability and lower upkeep.
3. Game Mechanics Balancing: Ongoing refinement of boss-fight logic to make class progress measurable and fair.

Progress: All issues are being addressed; IP and technical paths are actively advancing.

Project changes

No new scope or milestone changes. Current documentation and timelines remain valid.

Documentation overview and/or project demo

- User Story Diagrams (teacher + student perspective).
- Draft Intellectual Property and Collaboration Agreement for demonstration and mentor feedback.

Next up

Team-Level Goals:

- Analyze feedback from Yogesh Sharma and teachers.
- Continue progress on AWS setup—the foundation for upcoming code integration.
- Start early character-design development and art direction.
- Keep IP discussions open and defer signing until the MVP phase ensures clarity on ownership and contribution.

Next Team Meeting:

Weekly update meeting — Tuesday, Nov 11

Next official scrum scheduled for Nov 20, 2025.

Team reflection

On Track: Yes — project remains Green and on schedule.

Proud Of: Strong progress in design conceptualization and gaining experience in professional handling of stakeholder discussion.

Current Challenge: setting up AWS tools and defining consistent, classroom-appropriate gameplay mechanics that balance engagement and fairness.

External Support: Mentorship from Yogesh Sharma for technical review and legal consultation with Saurabh Kapoor for IP clarity.

Questions / Concerns: Formal IP agreement must protect developer ownership while maintaining transparent collaboration with teacher partners. The team agrees to create new agreement after MVP validation.