

Team Scrum Report 3

Project: ClassQuest

Dates Covered: Nov 6 2025 – Nov 20, 2025

Last Scrum: Nov 6, 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: Nov 6, 2025

Current date: Nov 20, 2025

Status description

Current Project Status: Green

Reasoning:

During this period, the team progressed in both development and design areas:

- Advanced quest development and defined the structure and examples for teacher-created questions.
- Held a meeting with Saurabh Kapoor regarding the Intellectual Property and Collaboration Agreement.
- Scheduled upcoming meetings with Brian and Kelly to present updated progress.
- Prepared to work with Yogesh Sharma for guidance on technology workflows.
- Progressed visual design by changing aesthetic toward a pixelated 2D style for all assets.

Individual Contributions:

- **Dmytro:**

Configured and automated the development pipeline from local machine to GitHub to Amazon Web Services using continuous integration and continuous deployment. Initialized an Amazon Simple Storage Service bucket for hosting and file uploads. Created test database tables and practiced writing and reading data. Built application programming interfaces for backend status checks using Amazon Web Services Lambda functions. Created user roles and permissions using Amazon Web Services Identity and Access Management.

- **Tolani:**

Developed the structure of classroom quests and drafted example question formats for teachers. Worked on gameplay structure and flow improvements.

- **Alvin:**

Produced 2D pixel-art designs for both male and female characters. Created character variations, equipment sets, and sketches for the full visual direction.

Insights / Lessons Learned:

Discussions clarified the need to restructure ownership conversations directly and individually with Brian and Kelly before finalizing the agreement. The mentor agreed to continue advising and will meet prior to the stakeholder discussion.

Action Plan:

Maintain progress on backend integration, review incoming feedback, and align visual assets with the new 2D direction.

Project issues

- The updated environment broke the deployment chain after updating the Serverless Stack Toolkit (SST). The entire toolchain must stay consistent to prevent further breakage.
- Folder structure, file organization, and local testing setup still require refinement.
- The new programming language, TypeScript, adds complexity for frontend and backend integration.
- Intellectual property agreement still requires restructuring based on ongoing mentorship and legal consultation.

Progress:

All issues are being actively worked on, with technical and organizational improvements underway.

Project changes

No changes to project scope or milestones.

Documentation overview and/or project demo

Planned demonstrations include:

- Backend flow overview and file structure through Visual Studio Code.
- Demonstration of 2D visual assets.
- Demonstration of early quest design.

No updates to existing documentation at this time.

Next up**Team-Level Goals:**

- Advance integration of TypeScript with HTML and verify the development workflow.
- Ensure all team members fully understand the environment setup and tools.
- Continue work on character assets and pixel-based visual direction.

- Review feedback from mentors and teacher advisors.
- Continue refining the intellectual property agreement and defer finalization until after MVP.

Individual Goals:

- **Dmytro:** Improve backend workflow, refine database operations, strengthen deployment environment.
- **Alvin:** Continue character art development and integrate assets into early interface tests.
- **Tolani:** Develop additional quest flows and work on front-end adjustments for visual consistency.

Upcoming Meetings:

- Nov 24 — Meeting with Saurabh Kapoor
- Nov 25 — Meeting with Brian and Kelly
- **Next scrum/bazaar:** Nov 27, 2025

Team reflection

- On Track: The team feels generally on track but with room for improved workflow organization.
- Proud Of: Establishing the Amazon Web Services development environment and producing the first complete character designs.
- Current Challenge: Establishing a consistent and efficient development workflow for long-term progress.
- External Support Needed: Guidance regarding the intellectual property agreement structure.
- Concerns: None at this time.

Overall Project Health: Green — On Track

The team is advancing toward early backend functionality, expanding the visual design, and structuring game mechanics while progressing through legal and ownership clarity.