

# Sprint planning meeting agenda 1

**Location:** 6205

**Date:** 2012-09-17

**Time:** 15:40 - 17:00

**Group:** 20

**Participants:** Björn P Mattsson, Johan Grönvall, Daniel Jonsson, Viktor Anderling

**Note:** The first sprint was a shorter one, from Wednesday sept 12th to Monday sept 17th. During the first Sprint planning meeting no agenda was documented, and we were not aware that such a requirement would be stated a few days later. Because of that, this agenda (the 1st documented) will reference the 2nd Sprint planning meeting.

## Part 1: What will be done this Sprint?

First of all we reevaluated the features that weren't implemented during the last Sprint, and added them to the Product Backlog. These were features such as showing the player on the screen and steering the player's ship, finishing the user stories and drawing a design model diagram. After that we discussed in the group and added the features we could think of, like an item gathering system, different game modes, the possibility of losing the game and so on, to the Product Backlog.

## Part 2: How will the work get done?

When we later discussed how to do the work, we divided the features into the requirements that should be fulfilled. Then we used "planning poker" to estimate how much work was needed for each requirement. After summing up the total amount of working hours available during the Sprint and comparing it to the estimated time for the requirements, we could make a guess on how much work we could do during the Sprint (and how much could fit into the Sprint Backlog). We decided to prioritize the features that we deemed more essential for the game, like controlling and shooting a ship, enemies that come towards you and firing their weapons and so on.