Sprint planning meeting agenda 2

Location: 6205
Date: 2012-09-24
Time: 12:00 - 13:00
Group: 20
Participants: Björn P Mattsson, Johan Grönvall, Daniel Jonsson, Viktor Anderling
Sprint period: 2012-09-24 - 2012-10-01

Part 1: What will be done this Sprint?

This Sprint we will implement features such as letting the player have a basic weapon with a short cooldown, letting the player shoot at enemies and be able to get shot, picking up items and using a simple menu at startup. We will also fix a bug that made it possible for the player to "teleport" his ship on the screen (we had no code that could handle multitouch correctly).

Part 2: How will the work get done?

When discussing how to get the work done, we used a different approach this Sprint. The last Sprint we split each feature up into the requirements, but we soon found out that it was hard to estimate how much work that should be done only from that. This time we split it up into more "technical" details instead of into requirements. This way we needed less discussion time during the Sprint and it was easier to estimate how much time that was needed for each task. Wise from the last Sprint, we also allocated some time for discussion and fixing issues that would come up during the Sprint.
We decided to prioritize such things as collision detection, different weapons and a simple menu.