

## Sprint planning meeting agenda 3

**Location:** 6205

**Date:** 2012-10-01

**Time:** 14:00 - 15:00

**Group:** 20

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

**Sprint period:** 2012-10-01 - 2012-10-08

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

This sprint we decided to fix all tests that at the moment are not working. Since we suspect it could take some time, the number of features is smaller in this sprint. We will implement features such as letting the player get damaged and die, pick up and use weapons, letting the player earn score for each killed enemy and lose the game when no more lives are left. We will also fix all tests so that they are implemented and pass and spend some time on fixing issues that come up during the sprint..

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

When discussing how to get the work done we decided to use the same approach as the last sprint, to split it up into more “technical” details instead of into requirements. From the experience of the last sprint, we knew that it was better than using the acceptance requirements. We also allocated quite some time for getting all the tests working, discussion time and to fix issues that most probably would come up.