Sprint planning meeting agenda 4

Location: HC
Date: 2012-10-08
Time: 15:00 - 16:00
Group: 20
Participants: Björn P Mattsson, Johan Grönvall, Daniel Jonsson, Viktor Anderling
Sprint period: 2012-10-08 - 2012-10-15

Part 1: What will be done this Sprint?

This sprint we decided to implement things that would make the game a lot more fun to play.
We will be implementing graphics, enemies and weapons as well as the much needed highscore system.
We will also be finishing up some buggy and/or unfinished features.

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. Fearing the ever-approaching math exam, we decided to lower the amount of work we count on doing this week. Due to this change, we have barely any time allocated for issues or discussion.