Sprint 2 Planning Meeting

Date and Time

- **Date**: November 4th, 2024
- **Time**: 2:00 p.m.

Participants

- Max Toong
- Rizan Bhanwadia
- Badra Elmi
- Ilya Orin
- Saina Shishegar

Sprint Goal

The primary objective for Sprint 2 is to enhance gameplay mechanics, integrate the timer feature, and implement level transitions. These updates aim to improve the game's core functionality and user experience, ensuring readiness for testing and the sprint demo.

User Stories for Sprint 2

1. Gameplay

- **Description**:
  As a player, I want to experience engaging gameplay, so that I can enjoy the game.
- **Tasks**:
  - Implement gameplay mechanics, such as interacting with objects and puzzles.
- **Acceptance Criteria**:
  - The game allows players to interact with objects in a consistent and responsive manner.

- ○ Gameplay mechanics such as object interaction, puzzle solving, and movements are functional.

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2. Timer Feature

- **Description**:
  As a player, I want to have a timer during gameplay, so that I can track how long it takes me to complete puzzles.
- **Tasks**:
  - ○ Integrate a timer system into gameplay.
- **Acceptance Criteria**:
  - ○ A visible timer is present during gameplay that accurately tracks the time spent on each puzzle from start to finish.
  - ○ The timer starts and stops correctly at the beginning and end of each level or upon game pause/resume actions.

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3. Progress Through Levels

- **Description**:
  As a player, I want to progress through multiple levels, so that I can challenge myself.
- **Tasks**:
  - ○ Design different level content.
  - ○ Integrate level transition logic.
- **Acceptance Criteria**:
  - ○ Players can progress from one level to the next after completing the required objectives without any disruptions or errors.
  - ○ Level transitions include a clear indication of progression (e.g., a completion screen, level summary) and load within acceptable time limits.

Team Capacity

For Sprint 2, 1 story point equals 4 hours of work. Tasks exceeding 6 points must be broken into smaller tasks. The total team capacity for this sprint is 12 points (48 hours), divided as follows:

- **Max Toong**: 2 points (8 hours).
- **Rizan Bhanwadia**: 2 points (8 hours).
- **Badra Elmi**: 3 points (12 hours).
- **Ilya Orin**: 3 points (12 hours, focused on coding tasks).
- **Saina Shishegar**: 3 points (12 hours).

Decisions

- Approval to proceed with the implementation of engaging gameplay mechanics, the timer feature, and level transitions.
- Task assignments confirmed with clear responsibilities for coding (Ilya), system design updates (Rizan and Max), and documentation (Saina and Badra).
- Agreement to prioritize the completion of all deliverables, including system design updates, Trello tracking, and sprint demo preparation.

Task Breakdown

- **Ilya Orin**:
    - Implement gameplay mechanics and integrate the timer system.
    - Design and code level transitions.
- **Badra Elmi**:
    - Assist with Trello updates and prepare system design artifacts.
- **Rizan Bhanwadia**:
    - Update CRC cards and contribute to demo preparation.
- **Max Toong**:
    - Review and refine CRC cards and ensure Trello tracking is updated.
- **Saina Shishegar**:
    - Consolidate sprint-related documentation and prepare the sprint retrospective and Organize a user feedback session