

Sprint 0

Standup 1 - Sprint 0

Date: October 6, 2024

Sprint: Sprint 0

Standup: #1

1. What did we work on since the last standup?

As a team, we initiated the foundational aspects of the project. We completed initial brainstorming for project objectives, identified key user personas, and outlined our target scenarios. Additionally, we discussed core principles such as the competitive and timed aspects that make CodeEsc unique.

2. What do we commit to next?

Next, we will start drafting project documentation, specifically summary.md, where we'll outline our objectives and project motivation.

3. When do we think we'll be done?

We aim to have a draft of summary.md by October 8, 2024.

4. Do we have any blockers?

No blockers, but we're keeping an eye on defining personas accurately to match our unique game goals.

Standup 2 - Sprint 0

Date: October 8, 2024

Sprint: Sprint 0

Standup: #2

1. What did we work on since the last standup?

We completed the initial draft of summary.md, outlining our project objectives, user personas, and target scenarios. Additionally, we started working on the competition.md file, identifying our main competitors.

2. What do we commit to next?

Our next steps are to refine competition.md with more detail on how CodeEsc stands out from similar games and start work on PB.md to organize our product backlog with initial user stories.

3. When do we think we'll be done?

We plan to complete competition.md and have the initial product backlog ready by October 9, 2024.

4. Do we have any blockers?

No major blockers, though aligning on user story prioritization is proving a bit challenging as we define key gameplay features.

Standup 3 - Sprint 0

Date: October 9, 2024

Sprint: Sprint 0

Standup: #3

1. What did we work on since the last standup?

We finalized competition.md, detailing competitors and CodeEsc's unique value proposition. We also made significant progress on PB.md, adding user stories that cover the first release, focusing on puzzle-solving and leaderboard integration.

2. What do we commit to next?

Moving forward, we will complete the setup for the frontend, backend, and database, and finalize the README.md with installation instructions and contribution guidelines.

3. When do we think we'll be done?

We expect to finish the setup and README.md by October 10, 2024.

4. Do we have any blockers?

Minor issues arose in prioritizing user stories, but we resolved them with a team vote to focus on core gameplay features for the first release.

Sprint 1

Standup 4 - Sprint 1

Date: October 30, 2024

Sprint: Sprint 1

Standup: #1

1. What did we work on since the last standup?

We conducted the Release Planning Meeting (RPM) and documented it in RPM.md,

setting our release goals and identifying primary epics. We also set up project tracking in Trello and started working on the sign-up functionality to allow users to create accounts.

2. What do we commit to next?

We'll complete the sign-up page with validation for username and password inputs and begin developing the main menu with options like "Play," "Settings," and "Leaderboard."

3. When do we think we'll be done?

We expect to finish the sign-up and menu setup by November 1, 2024.

4. Do we have any blockers?

No blockers, but we're considering potential design adjustments to improve the user experience on the main menu.

Standup 5 - Sprint 1

Date: November 1, 2024

Sprint: Sprint 1

Standup: #2

1. What did we work on since the last standup?

The sign-up feature is now functional, allowing users to create accounts with validation checks. We also made substantial progress on the main menu interface, adding options for "Play," "Settings," "Leaderboard," and "Help."

2. What do we commit to next?

We'll focus on implementing the functionality behind each menu option. Specifically, we will link the "Play" button to the puzzle interaction and connect the "Leaderboard" to our database to show user scores.

3. When do we think we'll be done?

We aim to have all menu options fully functional by November 5, 2024.

4. Do we have any blockers?

Minor issue with data persistence for the sign-up feature when restarting sessions, but we're working on it.

Standup 6 - Sprint 1

Date: November 3, 2024

Sprint: Sprint 1

Standup: #3

1. What did we work on since the last standup?

We refined the sign-up and menu features, ensuring they work smoothly, and completed the leaderboard integration in the main menu, allowing users to view real-time rankings.

2. What do we commit to next?

Next, we'll link the "Play" option to the first puzzle and implement error handling and validation for the leaderboard to maintain data accuracy.

3. When do we think we'll be done?

We expect to finish these features by November 10, 2024, to ensure a complete flow from sign-up to gameplay.

4. Do we have any blockers?

Minor blockers related to testing real-time updates on the leaderboard, but we're working to resolve these issues.