

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 focused on setting up the foundational aspects of the project. We completed the initial brainstorming session for our project objectives, key user personas, and target scenarios. Additionally, we outlined the project's core principles, such as the competitive and timed aspects of the gameplay that set CodeEsc apart from other escape room games.

2. What do we commit to next?

Our next steps include drafting the project documentation, specifically the summary.md and competition.md files, where we will further clarify our objectives and competitors. We also plan to outline our initial product backlog (PB.md) with relevant user stories and personas.

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

We aim to complete the documentation and initial user stories by October 10, 2024.

4. Do we have any blockers?

No significant blockers at this stage, but we're keeping an eye on potential complexities in defining competitive aspects and unique personas for CodeEsc.

Standup 2 - Sprint 0

Date: October 9, 2024

Sprint: Sprint 0

Standup: #2

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

We completed the summary.md file with clear descriptions of our project objectives, user personas, and scenarios. In addition, the competition.md file now outlines our primary competitors and highlights how CodeEsc's focus on a leaderboard-driven, competitive experience sets us apart. We also made progress on the PB.md, adding sufficient user stories to cover Release 1, focusing on puzzle-solving, leaderboard integration, and interactive gameplay elements.

2. What do we commit to next?

Moving forward, we will complete the initial setup for the frontend, backend, and database. We'll also finalize the README.md file to include installation instructions, project motivation, and a contribution guide.

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

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

4. Do we have any blockers?

We encountered minor issues with agreeing on the user story priorities and personas, but we resolved them by voting on the most impactful features and personas for our initial release.

Standup 3 - Sprint 1

Date: October 30, 2024

Sprint: Sprint 1

Standup: #3

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

For Sprint 1, we conducted our Release Planning Meeting (RPM) and documented it in RPM.md. We defined our release goals, identified primary epics, and outlined roles and responsibilities for each team member. We set up project tracking in Trello and broke down user stories into specific tasks for this sprint. Additionally, we started working on the core features, focusing on the sign-up functionality, which allows new users to create accounts.

2. What do we commit to next?

Our next steps include completing the sign-up page, with full validation for username and password inputs, and beginning development on the main menu. The menu will provide options for users to start a game, access settings, and view the leaderboard, creating a central navigation hub for CodeEsc.

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

We expect to finish the sign-up and menu functionalities by November 1, 2024, allowing us time for testing and any necessary adjustments.

4. Do we have any blockers?

No significant blockers at this point, although we're considering design adjustments to improve the user experience on the menu screen.

Standup 4 - Sprint 1

Date: November 1, 2024

Sprint: Sprint 1

Standup: #4

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

We completed the sign-up feature, which now enables users to create an account with validation checks for secure passwords. We also made significant progress on the main menu interface, which includes options for "Play," "Settings," "Leaderboard," and "Help." The UI design is cohesive with the escape room theme, using visual elements like a cork board and paper notes for a more immersive experience.

2. What do we commit to next?

Next, we'll start implementing the functionality behind each menu option. Specifically, we'll work on linking the "Play" option to the puzzle interaction feature and integrate the "Leaderboard" with our database to display user scores. Additionally, we'll address any UX improvements needed based on initial feedback.

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

We plan to have the menu fully functional with each option linked to its respective feature by November 10, 2024, allowing time for testing and refinement.

4. Do we have any blockers?

We encountered a minor issue with data persistence for the sign-up feature, particularly when verifying user sessions across restarts. We're working on a solution to ensure user data remains consistent.