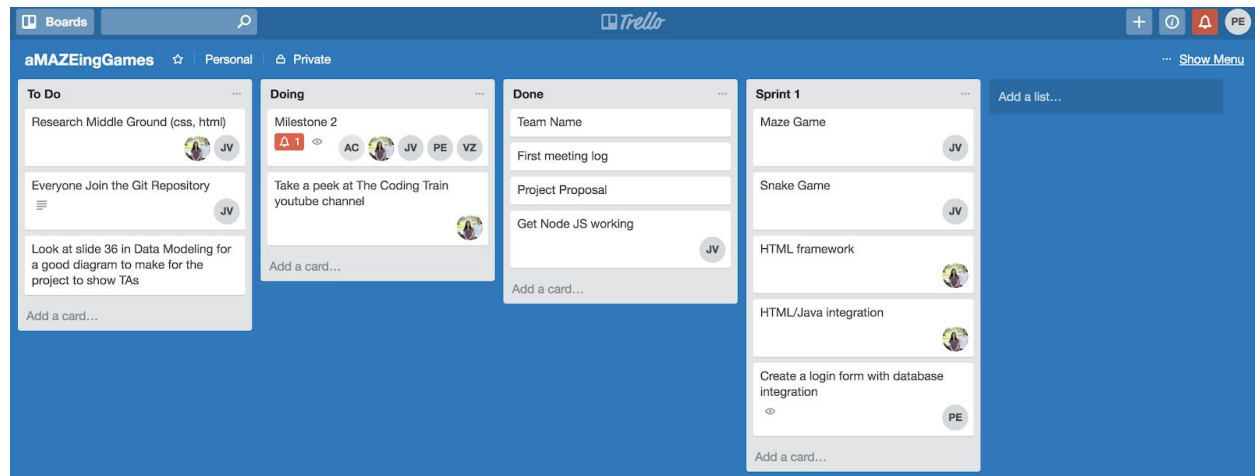


aMAZEingGames - Sprint Meeting #1 (March 4, 2018)

Project Requirements:

1. To create a working website which will host the majority of the project.
 - a. The goal is to integrate CSS and HTML to create a website that has a nice aesthetic look, but is also highly functional and well laid out.
2. Create multiple games for users to play on the website.
 - a. These games could range from Snake, to a maze-related game, to anything else that we decide is fun, easy, and enjoyable.
3. To create a scoring system that tracks a user's high scores and lists them on a leaderboard based on the game.
 - a. The high scores will be stored and managed in a MySQL database.
4. To have a login system with user IDs and passwords, where each user has a unique account that they can use to see their own highscores.
 - a. The user login info will also be stored in the MySQL database.
 - b. Each password will need to be of a certain length and contain a specific amount of special characters.
 - c. The user-id can be customizable but there can't be any repeats or duplicates.
 - d. If time permits, we will create a user profile system where they can show off their highscores.
5. Games run in-browser/in same tab as website.
 - a. We will have to figure out how to embed a game into a website, and allow the Java and HTML to work together properly.
 - b. We will have to figure out how to handle game errors, and make sure that it functions in every browser.
6. User is allowed to create/personalize profile page.
 - a. This involves the user creating a username and password, possibly being able to upload a profile picture, likes, dislikes or a favorite game.
 - b. There will be an additional page on the website for users to access their profile or look at other users' profiles.
7. Sound effects/sprites that go along with the game.
 - a. This may involve finding free resources, or creating them ourselves, which is something we will have to figure out along the way.
8. Background music to play at home screen along with each individual game having its own soundtrack.
 - a. This will involve either creating our own music or finding free resources that we can legally use in our games.

Project Management software: Trello - it allows us to assign people to particular projects and keep tabs on who is at what stage in their respective assignment.



Project Plan:

- 4-sprints total until project is complete.
 - 1 sprint every two-weeks and a once-a-week meeting just to check up on the progress. The sprint meeting will be used to assign tasks for next sprint meeting.
- Functioning HTML-framework in 2 weeks
- Create a basic database that will eventually be able to track high-scores and user ID/log-in.

Summary of agile standup and retrospective meeting:

Completions since last meeting: Set up a Github, Trello, and Discord account that each team-member has access to. Created a calendar of when each team member is free for ease of setting up meetings.

Completions before next meeting: HTML framework for the website and a low-level database established that connects to the website. The beginnings of two games.

Obstacles: Being able to create/connect to database without having much experience with databases. Keeping up a fluid means of communication and everyone completing their individual tasks before the next sprint.

What went well: Being productive and staying focused on completing the requirements for milestone 2.

What didn't go well: Not all team-members showed up to the sprint, so we were working with a less than complete team.

Improvements for next sprint: Keeping up the collaborative mentality and making sure everyone is comfortable with the timeline/project requirements.

Timeline:

March 4:

- Discussed sprint goals and tasks for each person

March 10:

- Mid-sprint discussion about progress on each individual task
- Figure out who needs assistance/ who has already finished task
- Make some adjustments to the tasks if needed

March 17:

- Justin - Have 2 games created
- Chelsea, Adam- Have a working HTML framework with integration to Justin's games
- Vlad, Parker - Create basic database usage, Username/Password login integration.
- Group - Merge all concepts together into a working system.
 - Discuss new sprint goals for the next upcoming weeks

March 24:

- Mid-sprint discussion about progress on each individual task
- Figure out who needs assistance/ who has already finished task
- Make some adjustments to the tasks if needed

March 31:

- Finish Sprint 2

April 7:

- Mid-sprint discussion about progress on each individual task
- Figure out who needs assistance/ who has already finished task
- Make some adjustments to the tasks if needed

April 14:

- Finish Sprint 3

April 21:

- Mid-sprint discussion about progress on each individual task
- Figure out who needs assistance/ who has already finished task
- Make some adjustments to the tasks if needed

April 28:

- Finish Sprint 4
- Project Deadline