Team,

Here are the notes and prioritized backlog for our hyperscrum today.

Planning Notes:

* Come up with sprint goal.
* Plan for a 5 minute sprint review at 1:40.
* We can bring in a laptop for one 45 minute chunk of time. Decide when in the sprint we want to utilize laptop so that our stakeholders can coordinate it.
* Logo design has to be done in a different department so Brad will need to spend a portion of the sprint at his desk for that.

Sprint 1 Prioritized Backlog (bolded items are those that stakeholders want done this sprint):

1. Discuss Python? – YES
2. **Incorporate static analysis tool into workflow (Clang Tidy if sticking with Clang and C++)**
   1. **Pylint**
3. **Improve logo (digital version)**
4. **Automate pipeline + workflow.** Things to consider:
   1. Integrate Halite’s CLI API?
   2. Compile bot with Clang?
5. Rules/intro explanation
6. Investigate code in general

GOALS: Create Logo, working pipeline, static analysis tool

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1. Bot functional improvements:
   1. Starting strategy:
      1. Claim the closest and largest planet with all 3 starting ships
   2. Mid-game strategy:
      1. Hold ships for burst attacks
      2. Constant stream of ships
      3. Combination of the two above
      4. Destroying planets vs claiming planets
2. Refine bot strategy

BONUS:

1. Find the Rat

Brendan