Sprint planning meeting (week 5)

Date: 15/10
Time: 16.00-18.30
Location: Idéläran 11
Facilitators: John Barbero Ungenge & Alexander Hederstaf
Participants: Alexander Hederstaf , John Barbero Unenge, Jesper Persson, Sebastian Odbjer

Meeting agenda: Decide what is to be done during the upcoming sprint. Possibility of using Box2d for physics.

1. Discuss the current product backlog. (20min)

Current product backlog needs no change as of now.

2. Talk about Box2d(20 min)

Decided to use Box2d for physics during the project. Quite some job refactoring existing code.

3. Reflections about the course and project(30min)

Some things we need to discuss in reflections:
    a. Bytt från OpenGL 2.0 till 1.0, motivera
    b. Byte av fysikmotor (ej längre egenskriven). Motivera
    c. Saftigt att lära sig GNU Make, Ant och hur kompilering av C/C++ fungerar. (Man får mycket gratis i Java).
    d. Var verkligen scrum rätt val för detta projekt? Väl korta sprints.
    e. Omfattande att lära sig C++, och dessutom skriva relativt krävande applikation i språket
    f. Lade väldigt mycket tid på filhantering, innan vi kom fram till hur vi smidigast skulle lägga upp det.

4. Form a sprint backlog (60min)

Note: The upcoming sprint is hard to plan, seeing as developers are quite busy (math exam).

Elements from the product backlog chosen to be done during the upcoming sprint:
    o There should be obstacles that the player has to jump over or destroy in order to progress through the game world.
    o When I play, I want my in game character to run forwards by itself at all times.
    o When I play, I want the difficulty of the game to increase as I progress, with higher speeds and more difficult gameplay.
    o "Revise and fix things that didnt work as intended / bugged, from previous sprint."
    o As a player I want to be able to throw my chainsaw by pressing the right side of the screen

Quite some time put towards testing and reading through as much of the code as possible.

5. Wrap-up (10min)