Sprint planning meeting (week 3)

Date: 1/10
Time: 16.15-18.00
Location: Idéläran 10
Facilitators: and John Barbero Ungenge
Participants: Alexander Hederstaf , John Barbero Unenge, Jesper Persson, Jonathan Rapp, Sebastian Odbjer

Meeting agenda: Update the Product backlog. Decide what is to be done during the upcoming sprint.

1. Discuss the current product backlog. (20min)
> Current product backlog needs no change as of now.

2. Talk about future daily scrums (10min)
> Still need to decide about daily scrums.

3. Form a sprint backlog (30min)
> Using the product backlog, the development team creates a scrum backlog for the upcoming week, estimates times for different tasks, and try to estimate how much time each member can contribute during the sprint. Main focus of this sprint will be to render actual textures, and start implementing the game model, as well as getting the testing environment up, seeing as the Game Model needs to be constantly tested.

4. Wrap-up (5min)
> Book next meetings: Documentation meeting 3/10
> Sprint planning meeting 8/10