

Sprint planning meeting (week 4)

Date: 8/10

Time: 14.00-16.30

Location: 5217

Facilitators: John Barbero Ungenge & Jesper Persson

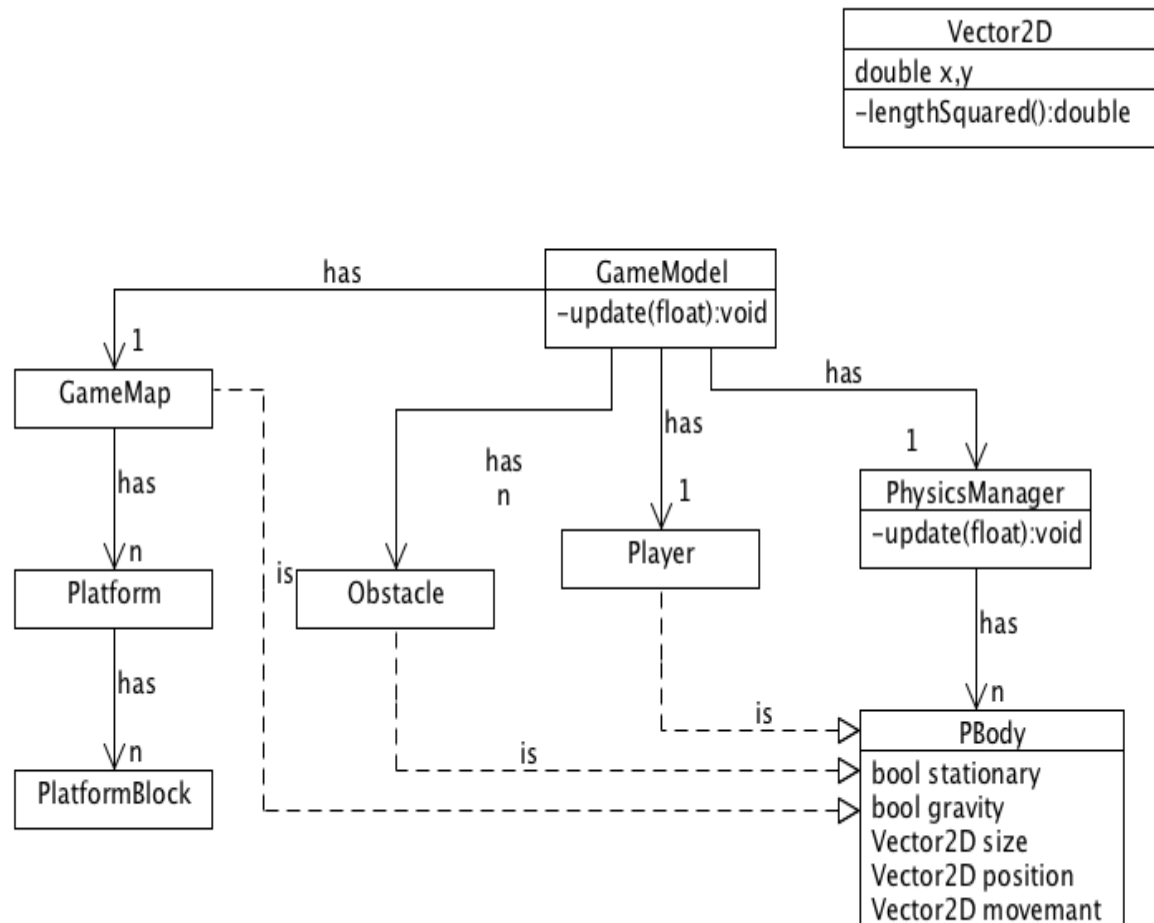
Participants: Alexander Hederstaf, John Barbero Ungenge, Jesper Persson, Jonathan Rapp, Sebastian Odbjer

Meeting agenda: Decide what is to be done during the upcoming sprint. Update the design model.

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

Current product backlog needs no change as of now.

2. Update the design model(40 min)



Updated the Design Model.

3. Form a sprint backlog (60min)

Elements from the product backlog chosen to be done during the upcoming sprint:

- Infinite level (As a player, I want to be able to play the game until my character dies, that is, I want the in game levels to be infinitely large).
- Forward movement enabled (As a Player, I want my in game character to run forwards by itself at all times)
- Obstacles (As a player, I want there to be some kind of obstacles that I have to jump over or destroy in order to progress through the game world.)
- Chainsaw implementation (As a player, I want to be able to throw my in game characters chainsaw at a location on the right side of the screen, simply by clicking on that spot. I want the chainsaw to automatically return to my in game character.)

4. Wrap-up (10min)

Book next meetings: Documentation meeting 10/10 Idéläran 11 (3508) 11.30-?
Sprint planning meeting 15/10 Grupprum 4207 14-17