Trello is what we're using.

So we will first focus on two things: A base engine and a functioning database. These are necessities for making our game, so they will be out first focus. After these are completed we will move on to more complex ideas including artwork and music, which will likely happen during later sprints.

In the engine itself we want to have basic functionality, which is player movement and communication between the two rooms. In the database we want to be able to keep track of and save amount of time and amount of turns it takes to solve each room.

In our meeting we discussed who wants to do what and how long it may take. We decided our first set of goals will take 3 weeks to complete, and then we will move on to our next sprint.