Hi, my name is Jacob and I’ll be showcasing my Monster Hunter Journal Application.   
I recently received Monster Hunt Rise for my Birthday and I’ve been having a blast with it.

For those of you unfamiliar with the Monster hunter series it’s a game where you use over-sized weapons to hunt equally over-sized monsters.

I’ve been having a lot of fun but sometimes it’s hard to keep track of all the numerous monsters in the game, what does each one like to do, or importantly whose hunted the biggest monster out of me and of all my friends?

This is where my application comes in. The app lets you and your friends record all your hunt attempts on various monsters. Which means you can compare times or check on monsters’ details to prepare for their hunts.

I will quickly run through one such scenario where I want to record a new hunt and then later compare the newest hunt with those of fellow hunters.

{Add a lesson learnt at the end}

Graphical user interface, text, application

Description automatically generated

Throughout our projects we utilised the scrum methodology. Our project was done over the course of a week, so we split our sprints into days which always started with a stand-up to check up on everyone’s progress. The daily sprints ended with retros that helped us to reflect and improve for the sprint the day after.

For the bigger scope we used Kanban boards on GitHub like the one you see below, which we used to manage our projects, the incremental development means we always had a demo-able application from the earliest possible stage which we would show in our stand-ups and retros.

The process was repeated until we had all reached our MVP.

I will now pass it onto Ronil to talk about the Project Process.