

# Good Clean Games

Iteration1 Review/Planning Meeting  
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# Agenda

- Track to Current Plan
- Review Progress to Date
- Discussion Topics
- Retrospective
  - What went well, less than well, how do we improve
  - Make adjustments to priorities, tools, team, communication, expectations, plans...

# Iteration Plan

## **Iteration 1 (1 week)**

- Set up infrastructure
- Creating users and getting profiles (use devise or don't)
- I doubt it (Angular - single user - saving game results)
- Review prototype with Mr Auer and test users

## **Iteration 2 (1 week)**

- Implementing I doubt it to play other players via the server
- Save the results of the game for the user
- Review updated prototype with Mr Auer and test users

# Iteration Plan

## **Iteration 3 (1 week)**

- Getting multiple users under an account
- Begin CrazyEights back end for (iOS)
- Stretch goal: Parental controls
- Review updated prototype with Mr Auer and test users

## **Iteration 4 (1 week)**

- Improving game list (adding 2nd game)
- Finish CrazyEights back end API
- Viewing stats for specific users
- Prototype phase 2 features if needed, respond to user feedback

# Progress to Date

## (Iteration 1)

- *Show Trello Board* <https://trello.com/b/PEhBg6oN/final-project>
- *Major accomplishments marked with checkmarks* <https://trello.com/b/PEhBg6oN/final-project>
- *Mock-ups*
- *demo <http://goodcleangames.herokuapp.com/>*

list URLs of kanban board, demos, staging, etc.

# What Do YOU Think?

Review What is There

# Discussion Topics

- *Target Audience?*
  - *Young Children?*
  - *Payment method?*
- *As a potential user, what kind of features are you looking for?*
- *What features do you feel are not needed.*
- *What features do you feel are most needed.*

# Adjustments to Future Iterations?

- make strategy for changing game.



# Retrospective

How are we doing with project/process?

# What Went Well?

## (Iteration 1)

- Got everything done.
- Trello Board worked.

# What Went “Not So Well”? (Iteration 1)

- Not as much feedback as hoped.

# Need To Improve...

(Iteration 1)

- Try harder to get feedback and users.
- Map Trello to iteration plan better.
- Focus on discussion topics being on task.

# Action Items

- Get more feedback.