Good Clean Games

Iteration 2 Review/Planning Meeting
Jeremy Walton

RoleModel

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...

RoleModel

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

RoleModel

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 [client] 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 2)

- *Show Trello Board* *https://trello.com/b/PEhBg6oN/final-project*

- *List major accomplishments*

- *Mockups*

- *demo*

<u>list URLs of kanban board, demos, staging, etc.</u>

RoleModel

What Do YOU Think?

Review What is There

RoleModel

Discussion Topics

- *Getting User Feedback*

RoleModel

Adjustments to Future Iterations?

- Rearange trello board.

RoleModel

Retrospective

How are we doing with project/process?

RoleModel

What Went Well?
(Iteration 2)

- Getting robots to work.

- Multi users started!

- Mostly on target with current plan.

RoleModel

What Went "Not So Well"? (Iteration 2)

- Multiplayer server interaction.

- Frustration and lack of understanding

RoleModel

Need To Improve...
(Iteration 2)

- Consistent styling.

RoleModel

Action Items