

Good Clean Games

Iteration 3 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)

- Begin CrazyEights back end for (iOS)
- Finish CrazyEights back end API
- Stretch goal: Parental controls
- Review updated prototype with [client] and test users

Iteration 4 (1 week)

- Improving game list (adding 2nd game)
- Getting multiple users under an account
- 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*

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

What Do YOU Think?

Review What is There

Discussion Topics

Adjustments to Future Iterations?

- Get crazy eights working with multiplayer.
- make other things stretch goals.

Retrospective

How are we doing with project/process?

What Went Well?

(Iteration 3)

- Last Week
 - Robots
 - Multiplayer
- This Week
 - Changes to website
 - JSON Serializing Done, made progress

What Went “Not So Well”? (Iteration 3)

- Last Week
 - Frustration and lack of understanding
- This Week
 - Multiplayer server interaction
 - Getting back into iOS
 - Stuck on JSON serializing

Need To Improve...

(Iteration 3)

- Last Week
 - consistent styling
- This Week
 - improve confidence.

Action Items

- Get access to corp account to test crazy eights iOS.
- Better welcome/login screens iOS.