

Weekly Meeting Sprint 1 - Week 14 (lv. 3a)

Scrum Master: William Nordgren

Secretary: Erik Andersson

Application of Scrum

- **the agile practices you have used and their impact on your work**
 - By using our Scrum Board, we have been able to structure large parts of the project, and especially the first two sprints. By actually structuring problems in several smaller steps, we have been able to identify aspects we had not thought about if we did not implement these user stories. At the same time, we always manage to keep the value of the product owner in mind through the implementation of the project by ensuring that we use our resources as efficiently as possible.

Customer Value and Scope

- **the chosen scope of the application under development including the priority of features and for whom you are creating value**
 - We have tried to keep in mind that everything we do should create as much value as possible for our product owner. We avoid so-called *gold plating* as much as possible. As we have just created these, we have not yet realized any problems with what we have planned. We have also prioritized the order of our user stories in an order so that we as quickly as possible can deliver a minimal viable product for our product owner.
- **the success criteria for the team in terms of what you want to achieve within the project (this can include the application, but also your learning outcomes, your teamwork, or your effort)**
 - We all have a common goal of what we want to achieve both in the project work and the course. We have chosen a project that we believe suits our knowledge well and where we are allowed to put great focus on the agile aspects of the course to learn this as well as possible. We have also chosen to use a new programming language that we have never used before to gain new knowledge there as well.
- **your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation and how this influenced the way you worked and created value**
 - We discussed this topic and worked with it but we have not documented it. For future sprints, we should document this in the respective User Story in our Scrum Board.

Design decisions and product structure

- **how your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value**
 - We have chosen to use Unity as a platform for product development since it allows us to spend less time learning about advanced new softwares which leads to us being able to spend more time on what actually creates added value for our customer. "You do not have to reinvent the wheel."

Social Contract and Effort

We have so far followed our social contract well and we have not yet encountered any conflicts within the group. The decisions we have made have not been disputed and we have worked through them using democratic discussions and voting.

Sprint 2 - Planning

Our user stories for future sprints have already been created. We have assigned each person a number of sprints depending on the scopes of the stories. During the second sprint we focus on getting the game basics working and designing the map and characters.

In total we have chosen to work with six user stories and each story has on average two group members working with them.