

PROOFS OF MEETINGS

• FIRST MEETING

Minutes of the Cryptid Web App Scrum Meeting

Date: April 17, 2024

Venue: Google Meet

Organizer: Andrew Boylen

Attendees:

- Siphelele Mthethwa
- Massamba Mphalala
- Mukhathutshelili Ndou
- Kananelo Rampele
- Muthuphei Mukhunyeledzi
- Mbedzi Ritanzwe

Agenda:

1. Cryptid Description
2. Requirements for the First Scrum
3. Communication with the Client

Minutes:

Cryptid Description:

- Cryptid is a multiplayer game designed for up to 5 players.
- Players receive clues to locate the cryptid.
- The objective is to find the cryptid using the given clues and searching for hacks.
- The search for hacks follows a clockwise direction.

Requirements for the First Scrum:

- The primary task for the first scrum is to create a board.
- The board's structure must consist of hexagonal pieces.

Communication with the Client:

- Discord will be the chosen platform for communication with both the client and the tutor.

Action Items:

4. **All team members:** Start brainstorming and designing the board structure based on hexagonal pieces.
5. **Sphelele Mthethwa and Massamba Mphalala:** Initiate setting up the Discord server for communication.

• SECOND MEETING

Minutes of the Cryptid Web App Scrum Meeting

- **Date:** April 25, 2024
Venue: Discord
Organizer: our group
Attendees: Siphelele Mthethwa
 - Massamba Mphalala
 - Mukhathutsheli Ndou
 - Kananelo Rampele
 - Muthuphei Mukhunyeledzi
 - Mbedzi Ritanzwe

Agenda:

1. What have we done so far

2.WHAT we have to do next

Minutes:

WHAT HAVE WE DONE SO FAR:

The project involves the development of an interactive gaming board with versatile shape generation capabilities. Users can interact with the board through a user interface, allowing them to click or touch various elements of the board. The board is designed to dynamically generate different shapes, offering up to 2000 possibilities, providing flexibility for various gaming scenarios.

What we have to do next

What we have to do next is implement the rules of the game .We also need to implement instructions . We also need to create lobby for players

• THIRD MEETING

Minutes of the Cryptid Web App Scrum Meeting

- **Date:** April 19, 2024
Venue: campus central
Organizer: our group
Attendees: Siphelele Mthethwa

Massamba Mphalala

- Mukhathutshelili Ndou
- Kananelo Rampele
- Muthuphei Mukhunyeledzi
- Mbedzi Ritanzwe

Agenda:

- 1.ROLE assigning
- 2.Tools to use

Minutes:

Role assigning:

Mukhathutshela Ndou,Kananelo Rampele and Mbedzi Ritanzwe are responsible for the theory part of the project and Muthuphei Mukhunyedzi,Massamba Maphalala and Sphelele Mthetwa are responsible for coding the board

Tools to use:

We going to use discord and WhatsApp for communication. For coding we going to use GitHub and Azura .For the theory we going to taiga for database we going to use mango DB

- FOURTH MEETING

Minutes of the Cryptid Web App Scrum Meeting

- **Date:** April 23, 2024
Venue: campus central
Organizer: our group
Attendees: Siphelele Mthethwa

Massamba Mphalala

- Mukhathutshela Ndou
- Kananelo Rampele
- Muthuphei Mukhunyedzi

- Mbedzi Ritanzwe

Agenda:

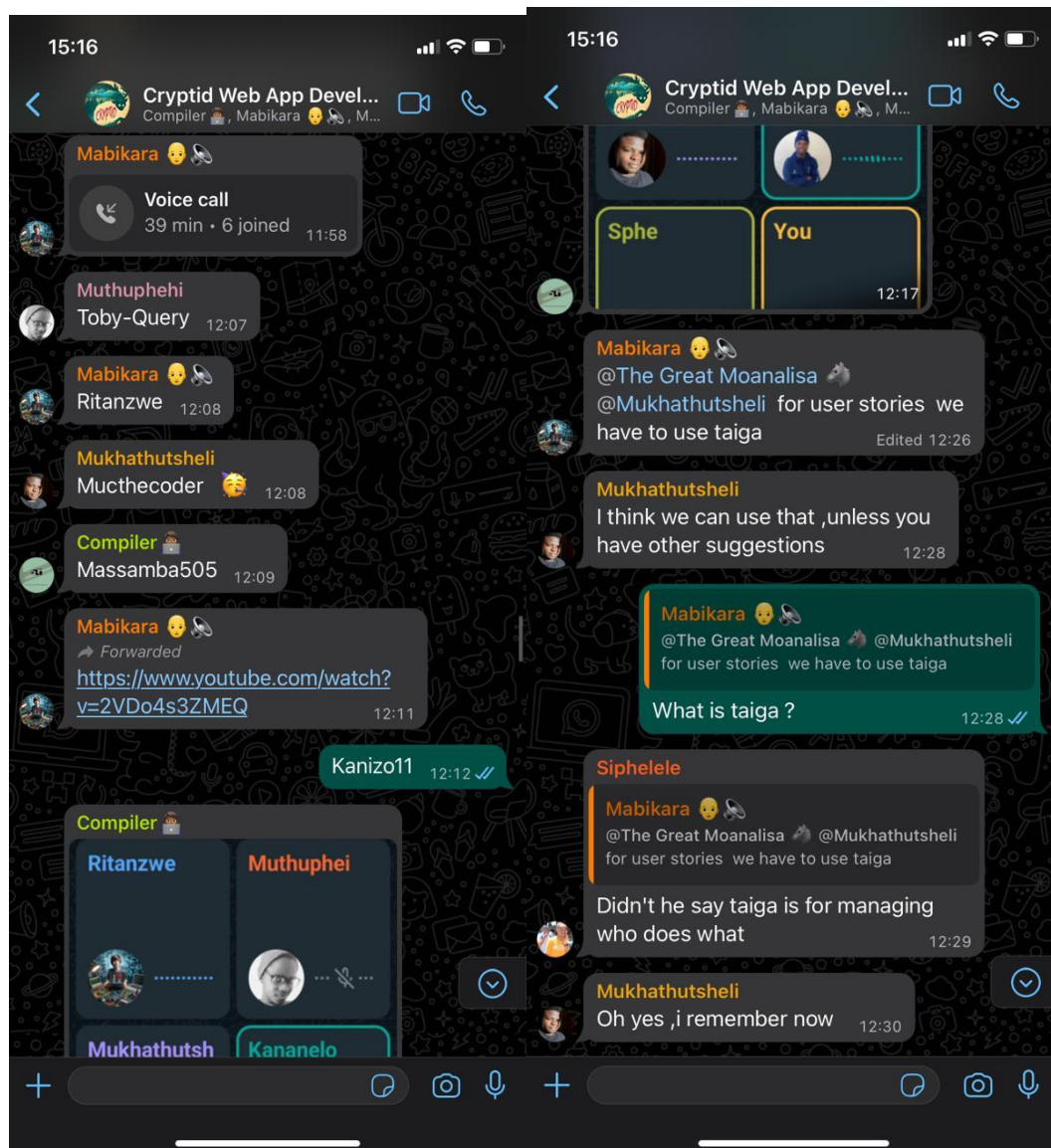
What have we completed so far

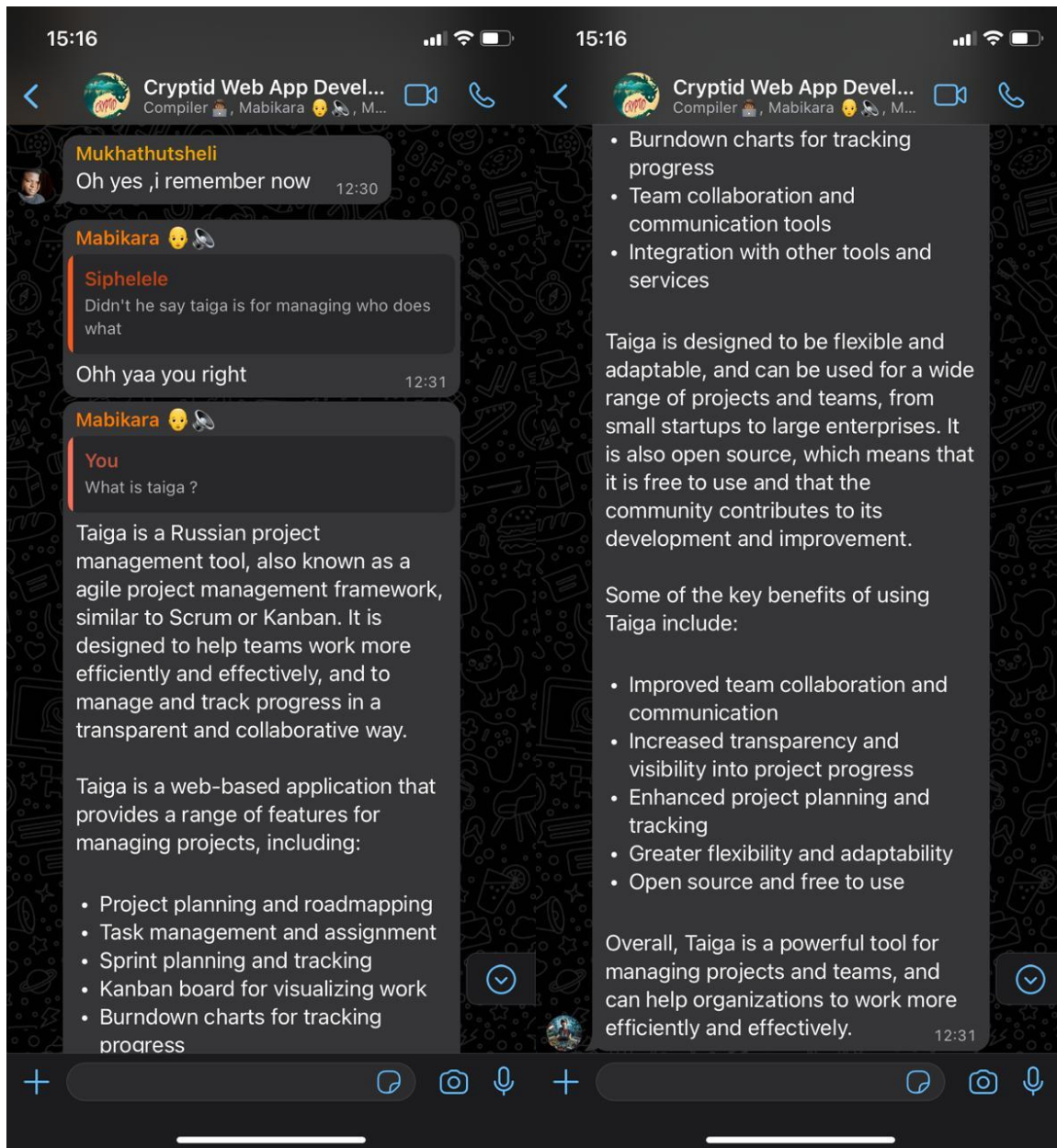
Minutes:**What have we completed so far**

For theory part we have successfully created for user stories and for coding part we have successfully created the functioning board

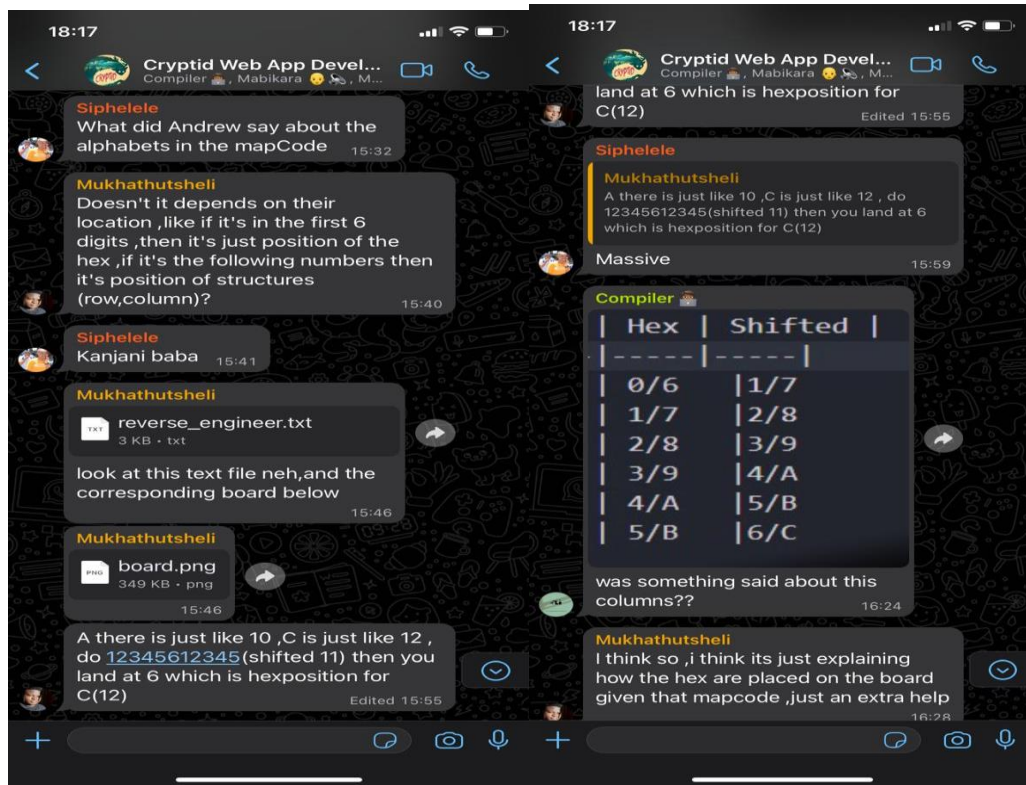
DAILY CONVERSATIONS

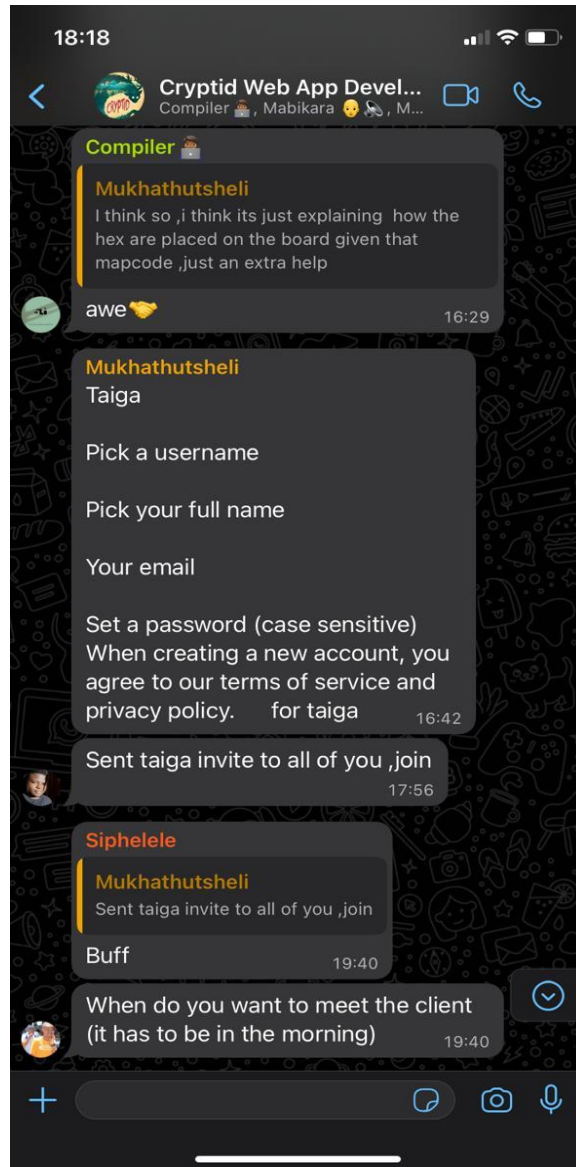
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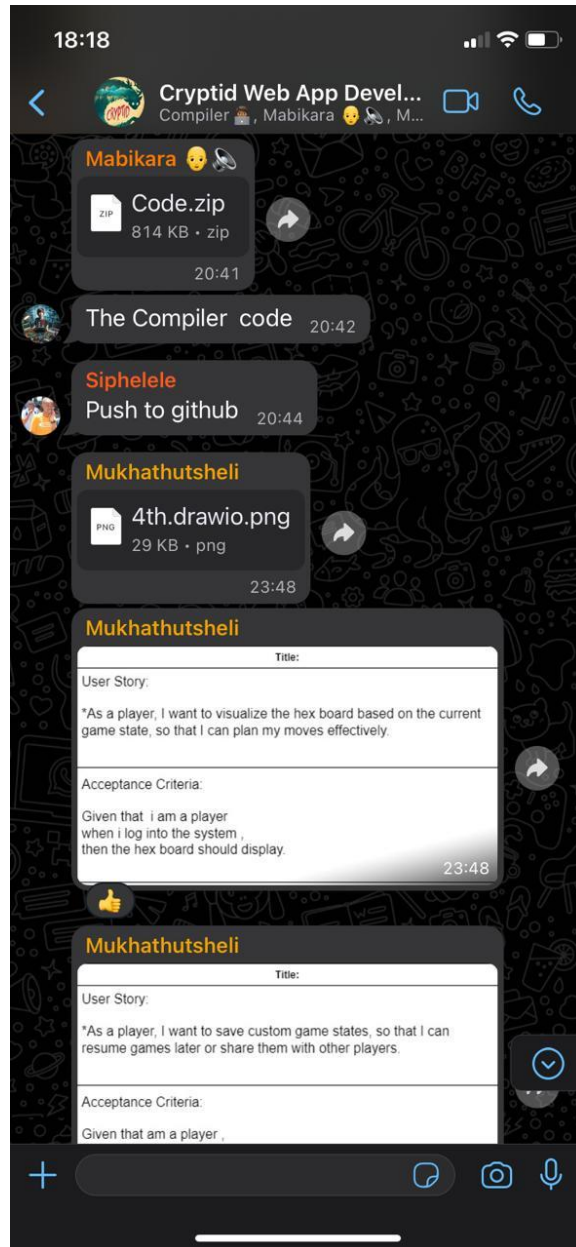


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MEETING CALLS

