Sprint 1 – 29/11/23

Tasks to take place

* Create Game Design Document
* Product backlog - Functional requirements need to be defined, Create users' stories
* Research any issues that might take place

Issues that need to be raised

* Currently no issues

Review of meeting

Overall successful. The game idea has now been chosen and the GDD and product backlog will be completed before the next sprint. No issues have risen so far but research will be taken place on issues or concerns that may arise throughout the project, so that they are expected and will be handled easier.

**Sprint 2 – 13/12/23**

Tasks to take place

* Create the UML diagrams
* Develop initial prototype for home page

Issues that need to be raised

* Currently no issues

Review of meeting

Overall successful. The game design document had now been completed, alongside the product backlog, so now tasks can be planned more effectively meaning deadlines will not be missed. Issues and challenges have been researched and noted down to make sure that they can be tackled easier if they appear. The initial prototype is now the priority to get completed so that an overall idea for the game can be shown.

Sprint 3

Tasks to take place

Issues that need to be raised

Review of meeting

Sprint 4

Tasks to take place

Issues that need to be raised

Review of meeting

Sprint 5