Pocket Planner Sprint 2 Review

24 NOVEMBER 2025 / 11:00 AM / SMB 102

Attendees

Ji-Jian Chin(Staff),

Jordan Combs(Minute Taker), Robert-Ionut Nedelcu, Dimitar Kostadinov

Key Discussion Points

Tech Stack Discussion

1. Review started with concerns for our absent member - Jacob Woodhouse, our team was instructed to clearly notify everyone for subsequent sprint reviews.

2. Described the technologies which will be used to create the **Pocket Planner** app; Unity(C#) for the game logic and scenes, Firebase Realtime Database for multiplayer synchronization and Google Play Games Services(GPGS) for identities.

3. Clarifications around Unity games built as APK files and use of containers in Android for hosting Unity games.

Sprint 2 Evaluation

4. Reviewed contributions of individual team members to the GitHub repository.

5. Reviewed user stories in the product backlog, and added stories to Sprint 3 on Trello.

Decisions

- By the interim assessment, the **prototype** should be functional, the main game logic must be prioritized.

- The 3D dice models will be created in blender, a physics engine will likely be used to handle dice rolling.

Action Items

1. Use learn.unity.com to set up Unity and gain the skills needed to create **Pocket Planner**.

2. Create additional designs and start implementing initial user stories for **Pocket Planner** after receiving ruleset.

Next Meeting

Date: Monday, 8th December, 2025   Time: 11:00AM GMT
Agenda: Present what has been completed in Sprint 3 and plan for the interim.