

Team/Instructor scrum #1

Team member & project (re)introductions

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Creating a service to improve individual experiences with online games. This is valuable both for player health and to extend the lifespan of a game.

Scrum dates

Sept.10, 2021 - Sept. 24, 2021

Status description

Current status: Green

Team members must also individually speak to their contributions over the stated scrum date

Business documents, wiki/vlog

Project issues

No issues.

Project changes

ML performance predictor will be developed as our ENSE411 project. Therefore development will be accelerated.

Documentation overview and/or project demo

Next up

-System/architectural design.

-Low fidelity prototype.

-Exploring/researching technologies that may be used to create the overlay.

-Practice interfacing with the Riot Games API.

Team reflection

Discuss:

- Does the team feel "on track"? (reiterate the above colour status)

- What progress does the team particularly feel good (great) about?
- What barriers (if any) does the team feel are a current impediment to success?
- What help (if any) does the team require to move positively forward?
- What questions or concerns does the team have (if any)?