

Team member & project (re)introductions

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Growing Gamers - A product to help parents be involved in the gaming aspects of their child's life.

Scrum dates

Feb.8, 2022 - Feb.15, 2022

Status description

Green

Shane - MongoDB, swap form node.js http to express.js, created the first iteration of the parent portal.

Together - Questionnaire for parents

Bryden - Formatted data and requests to send to server (includes parent portal logic), worked on bug fixes. Helped Shane with work on the server

Project issues

None

Project changes

None

Demo - show parent portal progress, talk about what is happening with the server.

Next up

-Implement all functionality for the initial parent portal.

-Store and access multi game data on the server.

-Focus on child experience with the front end.

-Meet with Tim and Trevor to cover some documentation for our what and our how.

Our how and what?

What: A tool to give parents the ability to be informed about their child's game activity while respecting their space. A tool that allows parents and children to work together on forming healthy habits regarding video games.

How: Information sent to parents in the form of sms messages (may eventually implement email as an option), the format of the messages will include scheduled digests as well as more urgent async messages. The parents can select what information they wish to receive via a portal for a customised experience. The child will receive messages and notifications in between games helping them make good choices independent of their parents. Information is collected via an in-game application, information is stored on a server that manages messages to the parents while the application handles messages to the child.

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)?