

### **Team member & project (re)introductions**

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Creating a service to improve the individual well-being of players on online games in order to positively impact the community. This is valuable both for player health and to extend the lifespan and appeal of a game.

### **Scrum dates**

Sept. 24, 2021 - Oct.8, 2021

### **Status description**

Status = Yellow

We did not explore the technologies as thoroughly as we wanted to, to get back to green we will be downloading overwolf over the weekend to begin testing it out.

Shane:

- I extended project documentation as per the requirements for ENSE405
- Read about and researched our problem domain

Bryden:

- Peer reviewed Shane's 405 documentation

Together:

- A lot of open ended discussion
- MVP-1 architectural design documentation
- Watched videos on how to use Overwolf and on their business model
- low-fi prototyping/brainstorming exercises
- Submitted app proposal

### **Project issues**

To build an application with Overwolf we need to have our app proposal approved.

### **Project changes**

- We were looking at Riot Games API as the primary source of information but Overwolf offers an api that bridges to riot games.
- Decided to focus on a NA and EU customer base since we speak and understand english so it is the easiest to design for.

### **Documentation overview and/or project demo**

### **Next up**

- Meet with our mentor
- Begin using a work management resource (Kanban board)
- Continue developing documentation as required and as ENSE405 demands
- Begin work on MVP-1

Discuss your team's plan for the next several weeks with respect to software design and development activities. Discuss the overall team plan but also (again), team members must individually speak to their contributions that are planned by the next meeting (regardless if it is a project bazaar day, vlog, or team/instructor scrum)

### **Team reflection**

Discuss:

- Does the team feel "on track"? (reiterate the above colour status)
  - Slightly behind, our progress on beginning our Overwolf application is not where we wanted
- What progress does the team particularly feel good (great) about?
  - Overwolf API instead of Riot games, good documentation is available
  - Overwolf looks to be a exciting technology to work with, and has created alot of resources for new developers
- 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)?