

# Sprint 1 - Daily Scrum Meeting Minutes

## Group 11

### 1. Scrum meeting 1.1 2022/05/10 16:00

#### Summary:

Meeting began late as team members Van Niekerk and Tristan could not make the weekly meeting due to unavoidable commitments that arose, as such the meeting was postponed to 16:00 on the 10<sup>th</sup> of May. With the a thorough understanding of web-development and scrum methodology, the team is ready to begin developing the Wordle World Party application. The stories set in sprint 0 are to be completed by 17<sup>th</sup> of May 2022 as intended.

#### Backlog updates:

- None

#### Task assignments:

Van Niekerk Ferreira: Tasks #17 and #4

Robin Jonker: Tasks #13 and #16

Tristan Lilford: Tasks #3 and #8

Tristan Basel: Task #6

Johann Gouws: Task #12

**User and developer story point assignment:** The initial assignment of user story points has been done for all tasks in the sprint backlog. The total points assigned for sprint 1 are as follows.

Van Niekerk Ferreira: 10

Robin Jonker: 6

Tristan Lilford: 11

Tristan Basel: 5

Johann Gouws: 8

#### Current sprint progress:

- Researched scrum framework.
- Preparatory lab exercises completed
- Understanding of Node and java script acquired
- Created starting work backlog.
- Set up repository
- Initial commits
- Create user stories(issues)
- Assigned user-stores for sprint 1 and agreed on point allocation.

#### Current sprint focus:

- Van Niekerk will complete task # 17 to enable the user to create a new account so that they may login to play Wordle World Party.
- Robin will complete task #16 to enable the user to have a login screen to enable account and password retention. He will also complete task #13 which enables server-side verification and updating when a user logs into the game.
- Tristan Lilford will complete task #3 to create tables for user accounts and look at completing task #8 to establish connection to the server and login into user accounts.
- Tristan Basel will complete task #6 to enable the user to view the game modes, leader board or game settings.
- Johann will focus on the basic framework for the Wordle World Party. Task #12 is a rudimentary game state page with the functionality of entering 5 letter words.

#### Impediments that may prevent the development team from meeting the Sprint Goal:

- Van Niekerk: I have never done encryption which could increase the point assignment for issue number 4 from 5 to 8.

- Robin: I have never worked on a page that updates according to server-side information thus this task could be a challenge.
- Tristan Lilford: Time management issues.
- Tristan Basel: Working on an interface page is new to me and unforeseen challenges can be introduced.
- Johann: The complexity of game framework could potentially be underestimated, resulting in more time required. If this is the user-story will be split into additional smaller stories.