

Room 4

Rock Paper Scissors Hackathon

Alex, Hiron, Annamaria



Agenda

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- Introductions
- Our game plan
- Flow Diagram
- Demo
- Reflections

Game Plan

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MVP 1 = A Functioning Game

MVP 2 = Looping Game

MVP 3 = Score

MVP 4 = User's Name

MVP 5 = Alternate Mode - Impossible 😎

Flow Diagram

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Demo

Reflections

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- Each person was a driver. Pair programming.
- Creating a plan was super useful to see the game flow to then create the code.
- Alex, with more background knowledge, helped explain processes, uplifting and motivating us. No one gets left behind ❤️
- Great teamwork & asking the right questions.
- Breaking the ice is very important adapting to new teams.



- Worked on MVP's in different branches
- Time management goals (eg. Spend 30 min on MVP 1 etc...)