

Sprints .....	2
Inception Sprint .....	3
Inception Sprint Planning .....	4
Inception Sprint Review .....	5
Inception Sprint Retrospective .....	6
Sprint 1 .....	7
Sprint Planning .....	8
Sprint 1 Retrospective .....	9
Sprint 1 Review .....	10
Sprint 2 .....	11
Sprint 2 Planning .....	12
Sprint 2 Retrospective .....	14
Sprint 2 Review .....	15



## Sprints

### Inception Sprint

Inception Sprint

### Sprint 1

Sprint 1

### Sprint 2

Sprint 2

# Inception Sprint

## Scrum Team:

- Scrum Master: **Bernhard Andersson**
- Product Owner: **Rimon Ismail**
- Developers: **Everyone**
- Designers: **Everyone**
- Testers and QA: **JiWon Bae**
- Record-keeping: **Shanaia Chen**
- Stakeholders: **Masters students**
- Client: **James Marshall**

## Sprint Planning

 [Inception Sprint Planning](#)

## Sprint Review

 [Inception Sprint Review](#)

## Sprint Retrospective

 [Inception Sprint Retrospective](#)

## Sprint Celebration

 [Inception Sprint Celebration](#)

## Inception Sprint Planning

<b>Why is this sprint valuable</b>	<ul style="list-style-type: none"><li>• having a good idea of the project</li><li>• knowing what we have to do for the next 2 sprints</li></ul>
<b>What can be done this sprint</b>	<ul style="list-style-type: none"><li>• decide on roles</li><li>• decide on what we need to do<ul style="list-style-type: none"><li>◦ communication technology</li><li>◦ game designs</li><li>◦ game technology</li></ul></li></ul>
<b>How will the work get done?</b>	<ul style="list-style-type: none"><li>• discussions</li><li>• meetings with client</li></ul>


# Inception Sprint Review

## Overview

Purpose: to reflect on the outcome of inception sprint

Date	24 Aug 2023
Team	#TODO: Create team name
Participants	@Shanaia Chen @Sammi Li @JiWon Bae @Bernhard Andersson @Rimon Ismail

## Review

 Add things that we got done and didn't get done below.

What did we get done?	What didn't we get done?
Solidified requirements	
Finished main menu, speech bubble, levels, sprites appearing, and emotion prompts	
Brainstorming ideas	
Choosing tools	
Received approval for game idea	
Created design documents <ul style="list-style-type: none"><li>domain class diagram</li><li>state machine diagram</li></ul>	
Established external requirements for game <ul style="list-style-type: none"><li>needing to access an external database</li></ul>	


# Inception Sprint Retrospective

## Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the [Retrospective Play](#).

Date	24 Aug 2023
Team	#TODO: Create team name
Participants	@Sammi Li @JiWon Bae @Rimon Ismail @Shanaia Chen @Bernhard Andersson

## Retrospective

 Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start doing	Stop doing	Keep doing
Communication on slack was effective	Meeting on slack huddles (use Zoom instead)	Communicate with client
Documentation on confluence is clear		Communicating effectively on slack
Github set up		Documentation

## Action items

# Sprint 1


## Scrum Team:

No change, same as inception sprint

## Sprint Planning

 Sprint Planning

## Sprint Review

 Sprint 1 Review

## Sprint Retrospective

 Sprint 1 Retrospective

## Sprint Celebration

 Sprint 1 Celebration!

## Sprint Planning

<b>Why is this sprint valuable</b>	<ul style="list-style-type: none"><li>• Try get the bulk of development done</li><li>• Get a prototype done by the end of it<ul style="list-style-type: none"><li>◦ specify deadline date for prototype</li></ul></li><li>• It should be testable and deployable</li><li>• Confirming architectural design</li><li>• Starting testing framework</li></ul>
<b>What can be done this sprint</b>	<ul style="list-style-type: none"><li>• Confirm deadline date to have a prototype executable<ul style="list-style-type: none"><li>◦ confirm the requirements for prototype</li></ul></li><li>• Finalise the progress checklist ready for submission on Sunday 3rd.</li><li>• Go over requirements, ensuring consistency</li><li>• Create architectural designs</li><li>• Iteratively develop and deploy progressive versions of the game<ul style="list-style-type: none"><li>◦ At each stand up, observe the progress we've made by testing it on IOS</li></ul></li><li>• Supporting each other learning Unity and developing with it</li></ul>
<b>How will the work get done</b>	<ul style="list-style-type: none"><li>• Assign different tasks of development to different group members</li><li>• Work regularly, allocate time to work</li><li>• Set and adhere to deadlines on jira</li><li>• Don't be afraid to ask questions!</li><li>• And last rule: have fun!</li></ul>



# Sprint 1 Retrospective

## Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the [Retrospective Play](#).

Date	14 Sept 2023
Team	#TODO: Create team name
Participants	@Sammi Li @JiWon Bae @Rimon Ismail @Shanaia Chen @Bernhard Andersson

## Retrospective

**i** Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start doing	Stop doing	Keep doing
Code reviews <ul style="list-style-type: none"><li>standardise our reviews</li></ul>	Merging without code reviews @Shanaia Chen	Attending stand-ups
Unit / Acceptance testing		Communicating effectively on slack
Commenting code		Documentation
Organizing Confluence		Communicating with Masters students
Assign scenes / modules to code		

## ✓ Action items

- ☐ Prepare code review standards @Bernhard Andersson


# Sprint 1 Review

## Overview

Purpose: to reflect on the outcome of sprint 1

Date	14 Sept 2023
Team	#TODO: Create team name
Participants	@Shanaia Chen @Sammi Li @JiWon Bae @Bernhard Andersson @Rimon Ismail

## Review

 Add things that we got done and didn't get done below.

What did we get done?	What didn't we get done?
Got the progress checklist in	Finish the architectural 4+1 diagrams
Finished main menu, speech bubble, levels, sprites appearing, and emotion prompts	Establish code review procedures
Got database connected	Get a prototype done
Showed demo to client	
Ensured it is testable and deployable; Able to test on IOS	

## Sprint 2

### Scrum Team

No change, same as inception sprint

### Sprint Planning

 Sprint 2 Planning

### Sprint Review

 Sprint 2 Review

### Sprint Retrospective




 Sprint 2 Retrospective

### Sprint Celebration

 Sprint 2 Celebration!

## Sprint 2 Planning

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-  Sprint planning checklist
  -  Sprint team members
  -  Sprint planning meeting items
    - Agenda
    - Previous sprint summary
    - Details
    - Plan: what do we need to get done?
    - Potential risks
- 

### Sprint planning checklist

Preparation	Meeting	Follow up
<ul style="list-style-type: none"><li><input checked="" type="checkbox"/> Set up sprint review, retrospective, and planning documents</li><li><input checked="" type="checkbox"/> Conduct sprint review and retrospective</li></ul>	<ul style="list-style-type: none"><li><input type="checkbox"/> Go through planning document</li></ul>	<ul style="list-style-type: none"><li><input type="checkbox"/> Update and add Jira cards</li><li><input type="checkbox"/> Assign due dates to roles</li></ul>

### Sprint team members

Name	Role
@Bernhard Andersson	Scrum master
@Sammi Li	Design lead
@JiWon Bae	QA head
@Rimon Ismail	Product owner
@Shanaia Chen	Record keeper

### Sprint planning meeting items

#### Agenda

1. List general tasks to get done
2. Brainstorm risks and mitigations

## Previous sprint summary

 [Sprint 1 Review](#)

### Details

<b>Start date</b>	14 Sept 2023
<b>End date</b>	5 Oct 2023
<b>Sprint theme</b>	Development and Testing

### Plan: what do we need to get done?

- Testing documentation and plan
- Code review standardisation
- Finish architectural diagrams
- Finish one level of the game
- Create an executable for masters to test with

### Potential risks

Risk	Mitigation
We have lots of assignments in some weeks	Everyone check due dates and mention busy and light weeks in slack channel so we can plan ahead
Client may have concerns with our product	
Cannot meet stakeholder requirements (i.e. makefile)	Communicate with client as to potential solutions

# Sprint 2 Retrospective

## Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the [Retrospective Play](#).

Date	12 Oct 2023
Team	#TODO: Create team name
Participants	@Sammi Li @JiWon Bae @Rimon Ismail @Shanaia Chen @Bernhard Andersson

## Retrospective

**i** Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start doing	Stop doing	Keep doing
Regular testing + documentation	Merging work to the main branch without informing the rest of the team	Communicating effectively on slack
		Communicating with client every week
		Recording meeting agendas and notes
		Attending stand ups
		Adapting to client feedback

## ✔ Action items

- ☐ Everyone to test and document their tests at least a couple of times over the next week before the next standup


# Sprint 2 Review

## Overview

Purpose: to reflect on the outcome of sprint 1

Date	12 Oct 2023
Team	#TODO: Create team name
Participants	@Shanaia Chen @Sammi Li @JiWon Bae @Bernhard Andersson @Rimon Ismail

## Review

 Add things that we got done and didn't get done below.

What did we get done?	What didn't we get done?
Finished level 1	Documenting all of our testing
Worked on the architectural diagrams	Make the game resilient if there is no database
Created testing template	Review/update emotions.json
Updated game aesthetics	Incorporate heart scoring logic
Restructured emotion data in resources (emotions.json)	Incorporate sound effects for customers
Adjusted confluence structure based on tutor feedback	