

**BigBoi Games Ltd SCRUM One report**

**31 / 01 / 2020  
  
SCRUM leader – Jay Underwood**

**Product leader – Will Fraser**

**Group Members:**

**Elion Hoxha  
Lewis Simmonds  
Terry Broadfoot  
Pawel Wojitus  
Jay Underwood  
Will Fraser**

**Meeting attendees.**

The attendees of this week’s SCRUM meeting where:

* Jay Underwood
* Elion Hoxha
* Lewis Simmonds
* Terry Broadfoot.

**Topics discussed.**

The core focus of discussion for this weeks SCRUM meeting was the breaking down of requirements, and how best to approach the beginning of development. The team divided the development responsibilities, and roles required to begin the creation of our system. It was also decided that a GitHub repository was required moving forward, with the use of a Trello Kanban board for group organisation and document sharing.

**Aims for this week’s SCRUM.**

The core aims of this weeks SCRUM session are the following:

* To create the initial MySQL database
* To create the first draft web page designs
* To create the initial HTML / PHP webpage structure, based on prior designs
* To implement the webpages CSS, based on prior designs
* To begin the design of the systems PHP login system
* To create the GitHub repo & ensure the Trello board is upto date.

**Estimations.**

It is estimated that each of these aims should be reached within the following seven days of the SCRUM process.

**Minutes of meetings.**

The duration of this meeting was approximately seventy five minutes long.

**Report written by SCRUM leader, Jay Underwood.**