

# Sprint 1 Logs

Question	Person	2/27/2019: 6pm	3/2/2019: 12pm	3/3/2019:10pm
What did you complete since last meeting?	Gavin	First sprint meeting. Completed organizational tasks with the team	Initial set up of remote google firebase	Successfully connected the application to Google firebase Utilizing the following set up for the andrio studio project: Download android studio v3.3.1 for windows from chrome using API 20:Andriod 4.4W (kitkat wear) for project API using Nexus 5x API with Nougat 7.0 OS for emulated device. Completed basic design for security question update page. Completed back end for security question page however does not consider

				user account or database, will have to be updated for password verification and to actually update database
	Joseph	No prior meeting, but I helped the team create the requirements and user stories and storyboards	I created maze concept art for level 2	I created maze concept art for level 3
	Sinead	Level user stories, scenarios, and issues	Began working on the “about” and “help” pages and linking them to the main menu via an image button	No significant progress
	Austen	Completed work on sprite animations for the game	Continued work on sprites and sprite animations	Continued work on sprites for the game

What will you accomplish before the next meeting?	Gavin	Will look into how to use google firebase to prepare for issues incoming with sprint one.	Connecting this with an example app	Try to connect the submission of a security question with Google firebase
	Joseph	I will create mazes for the levels	I will work on my assigned issues	I will work on my assigned issues
	Sinead	Start building pages for helping the user understand and game and learning about the team	Hopefully have nicer and neater UI versions of the linked pages	Hopefully have the right design down for the help and about pages
	Austen	I will continue working on	Continue sprite work	Continue to work on sprite

		sprites as well as the rest of the assigned issues in github	as well as button design for the game	animations and button code for the game
Do you have anything that's getting in the way of doing your work?	Gavin	Currently lacking the knowledge for database implementations with google firebase.	Various versioning issues and compiling on android studio is proving difficult for now	Not currently
	Joseph	Midterms for other classes	Midterms for other classes	Chores for spring break
	Sinead	Not knowing how to link activities	Not having a standard set of icons or images to use throughout the pages to keep consistent	Travel and Time Difference
	Austen	Nothing is currently getting in the	Nothing is currently getting in	Nothing is currently getting in the

		way of my work	the way of my work	way of my work
What insights have you made?	Gavin	Better understanding of sprint schedule and assigned responsibilities.	Currently using the 20 SDK for the emulator	Installing Android studio from certain browsers has proven to be problematic. So far google chrome has been issue free.
	Joseph	The collaboration will be key for things to work out efficiently	I have realized that compromise will be a necessary but challenging part of the project	Documentation is tricky to master
	Sinead	We have an abundance of user stories, so each sprint will require much more work than we first anticipated	Linking activities through intents	It's easier to get work done when you can communicate with your team
	Austen	I learned how to use the software to make and animate sprites	I have learned how to improve the quality of	Continue learning how to utilize new animation techniques

			sprite animation	
Do any changes to the project need to be made as a result of your work?	Gavin	Not currently	Too early to determine	Versions of IDE project, and emulator should be consistent while in the rapid prototyping phase.
	Joseph	No	No	No

	Sinead	Not yet	Not yet	Not yet
	Austen	No changes need to be made to the current plan or the project	No changes need to be made to the current plan for the project	No changes need to be made to the project currently