

DAILY SCRUM MEETING MINUTES

NAME	QUESTION	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
		17/03/25	18/03/25	19/03/25	20/03/25	21/03/25
Irfan	What did you work on yesterday?	Completed base game rules and board display	Integrated piece image assets	Implemented mouse click functionality	Connected backend logic with GUI	Added highlight and turn-based flow
	What are you working on today?	Add GUI layout and start SDL	Link image assets to rendering logic	Validate move interaction	Handle flicker bugs	Polish move feedback
	Any blockers?	SDL not initializing properly	Click detection acting weird	SDL events not fully linked	Flickering on re-render	None
Khawar	What did you work on yesterday?	Finalized pawns and board setup	Completed rook and bishop movement	Added knight and queen classes	Started king and check detection	Capturing and validation testing
	What are you working on today?	Piece classes integration	Bishop diagonal logic	Knight L-move and queen movement	King's safe-move validation	Check/checkmate structure
	Any blockers?	None	Diagonal path bugs	Move validation clashing	Complex rules overlapping	Invalid move loops not caught
Maira	What did you work on yesterday?	Started pawn promotion logic	Partially completed promotion logic	Continued testing pawn promotion and UI flow	Finalized board state tracking	Integrated intro screen
	What are you working on today?	Improve promotion rule checks	Validate promotion input flow	Handle board state post-promotion	Add simple intro screen	Clean transitions
	Any blockers?	Multiple pawn promotion	No asset for promoted pieces	Bishop blocking issue	None	None
Mahnoor	What did you work on yesterday?	Optimized asset rendering	Created QA checklist	Helped fix memory leaks	Finalized intro and main screens only	Prepared for testing
	What are you working on today?	Testing structure	Bug tracking	GitHub cleanup	Build delivery	Mid Testing Execution
	Any blockers?	None	Memory leak on render	None	None	None

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		24/03/25	25/03/25	26/03/25	27/03/25	28/03/25
Irfan	What did you work on yesterday?	Testing pawn promotion	Verified click event handling	Merged rendering fixes	Adjusted click zones	Final polish of GUI
	What are you working on today?	Handle promoted queen logic	Fix board flicker	Fix board flicker	Frame rate stabilization	Ready documentation
	Any blockers?	Promotion bug on 8th rank	Minor lag	None	None	None
Khawar	What did you work on yesterday?	Debugged bishop movement	Reviewed king move conditions	Verified rule handling	Cleaned movement logic	Tested edge rules
	What are you working on today?	Polish checkmate flow	Review king-path blocking	Catch invalid rook paths	Verify piece distinction	Submit final code
	Any blockers?	Bishop stuck on move loop	King unable to retreat	None	None	None
Maira	What did you work on yesterday?	Reviewed pawn promotion logic	Assisted with pawn promotion	Worked on intro rendering	Finalized input flow	Helped merge scenes
	What are you working on today?	Help test GUI pathing	Visual bug resolution	Edge case scenarios	Submit review notes	Final asset alignment
	Any blockers?	None	Minor delay on intro load	None	None	None
Mahnoor	What did you work on yesterday?	Completed visual testing	Helped log move history	Oversaw UI rechecks	Helped prep final test cases	Prepared release notes
	What are you working on today?	Review tester feedback	Final tweaks for submission	Collect logs	Organize files	Final sync
	Any blockers?	None	None	None	None	None

