Monday 22nd at 4 pm

Scrum Master and Project Owner roles are assigned

Decided on place and time to meet to plan further sprints and meetings:

- Posvar Hall at 3 pm

Project Backlog is drafted and toles are assigned to team members Define project goals and objectives

Sprint planning Meeting:

Date and Time is chosen for the first sprint meeting

- Wednesday 24th at 3 pm

Sprint 1:

Wednesday 24th at 3 pm Tasks:

Divide project work

Set up project repository and version control Design basic site infrastructure

Implement file structure

Develop initial gameplay prototype

Daily Scrum:

The home page was created using HTML and CSS The game interface was created

Data for questions and answers collated

Javascript was used for wrong and right answers

Sprint Review:

Review completed tasks Demonstrate current prototype Issues and challenges discussed

Sprint 2 goals and objectives discussed

Thursday 25th at 3 pm Tasks:

Implement coding challenges and exercises Design levels and selection

Optimize performance and responsiveness Project testing and debugging

Product launch

Daily Scrum:

New language options were added

Website and challenges were tested Final changes were implemented

Sprint Review:

Goals were met and the product was launched