**WordWizard Sprint Planning Session – Sprint 2 Transcripts**

**Submitted by**

Team West

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**Team Members**

Jeremy Gallagher

Hailey Gibson

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**Team-West Sprint 2 Sprint Planning**

Team-West held its Planning Session for Sprint 2 on June 11, 2020 as an extension of the team’s daily Scrum stand-up meeting. In attendance was the entire team, Hailey Gibson, Jeremy Gallagher and Jon Prichard.

During the meeting each team member took ownership of relevant work-task items from the Product Backlog, as follows:

Hailey Gibson: Game Scoring System

Jeremy Gallagher: Game Functions

Jon Prichard: Game Graphics

**Sprint 2 Sprint Planning Session Transcript**

Jeremy Gallagher06/11/2020

I won't be getting out of work until after 5 tonight. I will try to jump on my phone for our scrum.

Hailey06/11/2020

We don't have too much to do until we have time to work on the code.

JonErik06/11/2020

Hello

Hailey06/11/2020

Hi

JonErik06/11/2020

Jeremy may be late or not make it tonight?

Hailey06/11/2020

He said he will try to jump in on his phone

JonErik06/11/2020

Yeah. We don't have a ton of items to do this Sprint. I would like to add one though and that is Background Graphics (UI). I can definitely do them this Sprint.

Jeremy Gallagher06/11/2020

Hello

JonErik06/11/2020

Hey Jeremy, glad you could make it

Hailey06/11/2020

I will work on the scoring

Jeremy Gallagher06/11/2020

I have the quit game working

[6:49 PM]

Just need to push it

Hailey06/11/2020

Nice

JonErik06/11/2020

Yeah I saw that Jeremy. Nice! Our burndown is already at 37%

Hailey06/11/2020

Ok. If you can't add the workitem you want let me know

JonErik06/11/2020

I think I can add it but Jeremy will have to assign it, lol

Jeremy Gallagher06/11/2020

Will do lol

JonErik06/11/2020

Okay good.

[6:52 PM]

Any thoughts on the timer function?

Jeremy Gallagher06/11/2020

Should be too challenging

[6:53 PM]

Think the hardest part of that will be pausing and locking the game

JonErik06/11/2020

I hope you mean shouldn't

Jeremy Gallagher06/11/2020

Shouldn't\*

[6:53 PM]

Lol

JonErik06/11/2020

lol

Hailey06/11/2020

There is a get time function that is easy to use. Not sure how to translate that into a timer as it would be a long loop

Jeremy Gallagher06/11/2020

I have some code for the scoring if you want it Hailey

JonErik06/11/2020

The Timer UI is basically a Wizard's hourglass. I would animate it but we'll decide after this Sprint if we want to add animations

Jeremy Gallagher06/11/2020

Created a if check that runs when a word is submitted

[6:55 PM]

That adds to the total score if the word is real

JonErik06/11/2020

Good on the if check

Hailey06/11/2020

Cool. That will help

JonErik06/11/2020

Have you loaded the newer stuff to GiT Jeremy?

Jeremy Gallagher06/11/2020

Not yet

[6:56 PM]

Will when I get home

JonErik06/11/2020

Okay, good to know

Hailey06/11/2020

So just need to pass that to a function to do the score

JonErik06/11/2020

And the score is a running talley

Jeremy Gallagher06/11/2020

Yeah

JonErik06/11/2020

The timer goes down, the score goes up

Jeremy Gallagher06/11/2020

We plan to store it in a DB eventuay for the leaderboard

Hailey06/11/2020

That shouldn't be too hard.

JonErik06/11/2020

Yes, but we don't have any DB or web stuff this sprint

Jeremy Gallagher06/11/2020

Yeah

JonErik06/11/2020

It won't be hard to do a little DB and web site

Hailey06/11/2020

This sprint will probably cover all the basic game functions. Then we start on the web and db stuff

[7:00 PM]

Hopefully get some extras in there at so.e point

JonErik06/11/2020

That should work Hailey

Hailey06/11/2020

Anything else tonight?

JonErik06/11/2020

Plus, we can decide after this sprint how much more we want to put in or do

[7:00 PM]

I'm good

Jeremy Gallagher06/11/2020

Nothing else to add here

JonErik06/11/2020

Okay, see all tomorrow!

Jeremy Gallagher06/11/2020

Take care!

Hailey06/11/2020

See you tomorrow