JonErikToday at 5:00 PM

Ready for Scrum time?

HaileyToday at 5:00 PM

yes

think so anyway

JonErikToday at 5:01 PM

Good thing about Scrum is it is made to embrace change

Jeremy GallagherToday at 5:01 PM

Hello

JonErikToday at 5:01 PM

Hello Jeremy, were on Scrum time now

Anyone have any comments or questions to start?

HaileyToday at 5:02 PM

not so far, may have more tomorrow once I get into the algorithm

Jeremy GallagherToday at 5:02 PM

Yeah none here

JonErikToday at 5:02 PM

Same with me. I'm doing the wireframes tomorrow as well

Jeremy GallagherToday at 5:02 PM

been messing around with android studios

JonErikToday at 5:03 PM

How does it seem to you?

Jeremy GallagherToday at 5:03 PM

layout didn't take much to get a grasp of

was a little confusing at first

JonErikToday at 5:03 PM

I checked out the files you posted on GiT - looks pretty okay to use

The definitely have their own syntax and such

HaileyToday at 5:05 PM

Kotlin doesn't seem too different from C# or Java, maybe a bit shorter

haven't seem much yet

JonErikToday at 5:05 PM

It is supposed to be cleaner and not as heavy

HaileyToday at 5:05 PM

makes sense for phone apps

JonErikToday at 5:06 PM

Sure does.

HaileyToday at 5:06 PM

or tablet I suppose but I am not thinking about that yet

JonErikToday at 5:06 PM

The mobile stuff should work mostly the same whether tablet or phone

HaileyToday at 5:07 PM

yea, bit different for size but pretty similar

Do we want to think about an option to choose how many letters in a grid, like 9-12-16-20?

or will that overcomplicate our project

JonErikToday at 5:08 PM

I was thinking that we might want to do levels where the grid sizes get smaller as you progress (harder to get words out of them that way)

Jeremy GallagherToday at 5:09 PM

I like the idea, see how the first grid goes and add it?

JonErikToday at 5:09 PM

So basically three levels. Start with a 16, then 12, then 8 grid

Jeremy GallagherToday at 5:09 PM

Once we have the base down it should be easy to implement.

JonErikToday at 5:09 PM

Yeah, let's get the first grid system working and we can add features later like that

HaileyToday at 5:09 PM

that would work, I will need to make the random generator have the correct inputs for that, should be easy enough, just a how many option

definitely, start with the basics and make sure it works then add

JonErikToday at 5:10 PM

Yes I think so Hailey

Thats the Agile way :slight\_smile:

HaileyToday at 5:11 PM

Anything else we need to go over?

JonErikToday at 5:12 PM

I don't have anything else. If neither of you do we can stop for the evening. Supposed to be 15 min or LESS

HaileyToday at 5:12 PM

I don't have anything until I start writing some code

Jeremy GallagherToday at 5:12 PM

No more inputs here

JonErikToday at 5:13 PM

Okay then, goodnight everyone. See you tomorrow

HaileyToday at 5:13 PM

See you tomorrow

Jeremy GallagherToday at 5:13 PM

Goodnight!