**Sprint Towards the Build**

* Sprint one reminder given. It has been shared where the group should be upto now.
* You can use the Funnel and Trello.
* A reminder has been given of ‘Agile’ ideas.
* You do not have to learn all of the softwares, but you need to build the minimum as the project is about groupwork.
* **Incremental developmen**t – getting to our first build. Make sure the framework is in place and build on it. Add features too.
* **Design choices**: Please see the slide which shares examples of design choices.
* **Team choices:** Who needs to be involved? Is there a training plan? How are the supporting roles working? Can you identify any sub-tasks? Is everyone aware of each other’s roles?
* Splash page can include general ideas, graphic identity, loading screen and basic interface.
* A reminder of **Scrum and the Innovation Funnel** were given again. Please see the slide diagrams. These tools can be used.
* Review existing tasks. Changes? Tasks merge/split? Re-estimate time on the tasks and review.
* See the GANNT chart on the slide. This is something the project manager can use to log the activities for the week.
* Trello also does something like this and it is a great tool to use.
* **Stand up meeting** – led by the PM (15–20-minute meetings). These meetings should consist of:
* **What they did since last meeting**
* **What they plan to work on until the next meeting**
* **Any challenges holding them back**
* You should also meet at least once a week in person or online to ensure progress is being discussed.
* **Post stand-up meeting**
* The team should decide if they feel they are ahead, behind, on schedule.
* 50% mark = **24.03.24** 2pm, submission deadline.
* Learning outcome will be LO1, LO2.
* Canvas – Modules - Week 5 – Please look at the assessment brief. The task is broken down into sections and it explains clearly what needs to be completed and submitted.