Good Clean Games

Iteration 2 Review/Planning Meeting

RoleModel

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Agenda

- Track to Current Plan

- Review Progress to Date

- Discussion Topics

- Retrospective

  - What went well, less than well, how do we improve

  - Make adjustments to priorities, tools, team, communication, expectations, plans...

Iteration Plan

Iteration 1 (1 week)
- Set up infrastructure
- Completed Rummy in Ember with single user and saved results
- Registered users (use devise)
- Review prototype with [client] and test users
- Incomplete Rummy in Angular

Iteration 2 (1 week)
- Ember-front-end - Rails back-end for Rummy (to play others)
- Save results to users (adjusted to multi-user)
- Review updated prototype with [client] and test users

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Iteration Plan

Iteration 3 (1 week)
- Canasta in iOS (single-user)
- stretch goals:
    - Micropayments
    - Accounts w/ Managed users
    - Parental controls
- Review updated prototype with [client] and test users

Iteration 4 (1 week)
- Canasta in iOS (multi-user)
- additional stretch goals:
    - Ember version of Canasta
- Prototype phase 2 features if needed, respond to user feedback

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Progress to Date
(Iteration 2)

- Feedback from users

- Better test coverage

- Users can sign up

- Demo

Site on Heroku   Github

RoleModel

What Do YOU Think?

Review What is There

RoleModel

Discussion Topics

- User Feedback
  - Unclear that sign-up is required to play games
  - Rummy not working for someone on an iPad

RoleModel

Adjustments to Future Iterations?

- Don't worry about stretch goals

- Get Ember multiplayer working this week (Iteration 3)

Retrospective

How are we doing with project/process?

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What Went Well?
(Iteration 2)

- Some user feedback

- Getting used to pull requests

- Keeping everything clean

RoleModel

What Went "Not So Well"? (Iteration 2)

- Time tracking

- Not much visible progress

- Figuring out Ember.js

- Too much perfectionism?

Need To Improve...
(Iteration 2)

- Focusing on "make it run"

- Adjusting timer

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Action Items

- Kyle - Follow up on user feedback

- Kyle - Chow & Pow wow presentation