

Good Clean Games

Iteration 1 Review/Planning Meeting

Agenda

- Track to Current Plan
- Review Progress to Date
- Retrospective
 - What went well, less than well, how do we improve
 - Make adjustments to priorities, tools, team, communication, expectations, plans...
- Discussion Topics

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

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

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

Progress to Date

(Iteration 1)

- A large part of the project setup
- Incomplete version of Rummy
- User sign-in

<https://github.com/kylesmile/GoodCleanGames>

What Do YOU Think?

Review What is There

Discussion Topics

- Potential users

Adjustments to Future Iterations?

- Continue with Ember
- Reduce importance of stretch goals in weeks 3 & 4
- Other adjustments may be necessary next week

Retrospective

How are we doing with project/process?

What Went Well?

(Iteration 1)

- Pull requests
- Good use of Spinach
- Serving up existing Rummy
- Trello in stand-up meetings

What Went “Not So Well”?

(Iteration 1)

- Didn't identify or contact users
- Less progress than hoped for
- Setup difficulties

Need To Improve...

(Iteration 1)

- Follow through on users

Action Items

- Kyle - Identify types of users, find and contact some, notify [client]