

Good Clean Games

Iteration 3 Review/Planning Meeting

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

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 3)

- Almost all functionality ported to Ember
- Some user feedback incorporated
- Demo

[list URLs of kanban board, demos, staging, etc.](#)

What Do YOU Think?

Review What is There

Discussion Topics

- User Feedback
 - One person says her teenage sons may be interested

Adjustments to Future Iterations?

- Finish game and get user feedback
- Finish goals for original iteration 2

Retrospective

How are we doing with project/process?

What Went Well?

(Iteration 3)

- Making headway with Ember
- Comfortable with pull requests
- Keeping things clean
- Presentation on Thursday

What Went “Not So Well”?

(Previous iteration)

- Time tracking
- Not much visible progress
- Figuring out Ember.js
- Too much perfectionism?

What Went “Not So Well”?

(Iteration 3)

- Low visible progress
- Doing things the Ember way

Need To Improve...

(Previous iteration)

- Focusing on “make it run”
- Adjusting timer

Need To Improve...

(Iteration 3)

- Velocity of progress

Action Items

- Get single-user game finished as soon as possible
- Defer acting on user feedback