Good Clean Games

Iteration 4 Review/Planning Meeting

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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

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

Adjustments to Future Iterations?
(From Iteration 3)

- Finish game and get user feedback

- Finish goals for original iteration 2

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Progress to Date
(Iteration 4)

- More functionality on game (First for project!)
  - Adding to sets
  - UI for adding to sets
- Demo

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What Do YOU Think?

Review What is There

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Discussion Topics

- What happens to this project now?

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Adjustments to Future Iterations?

Retrospective

How are we doing with project/process?

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What Went Well?
(From Iteration 3)

- Making headway with Ember

- Comfortable with pull requests

- Keeping things clean

- Presentation on Thursday

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What Went Well?
(Iteration 4)

- Visible progress!

- New functionality added to game

- Pairing going better

- Game layout looks nice

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What Went "Not So Well"? (From Iteration 3)

- Low visible progress

- Doing things the Ember way

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What Went "Not So Well"? (Iteration 4)

- Low progress

- Roadblocks slowed progress

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Need To Improve...
(From Iteration 3)

- Velocity of progress

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Need To Improve...
(Iteration 4)

- Figuring out root causes of slow progress

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Action Items

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