



Format agenda

Agenda W.3 Sprint 1

Location: Drebbelweg PC1 backroom
Datum: 22/2/2022
Time: 16.45 – 17.30
Attendees: Cojocaru Alexandru
Dinucu-Jianu David (Chairman)
Misterka Paul
Pezzali Giacomo
Singh Aakanksh (Note taker)

Agenda-items

- | | |
|---------------|--|
| [16.30-16.32] | Opening by chair |
| [16.30-16.35] | Check-in |
| [16.35-16.37] | Code of conduct feedback
<i>Inform</i> |
| [16.37-16.40] | Backlog feedback
<i>Inform</i> |
| [16.40-16.45] | Present back-end progress + entity diagram <ul style="list-style-type: none">• Introduced Lombok into the workflow• Added user class• Added question related entities• Added the game entity <i>Inform</i> |
| [16.45-16.50] | Front-end progress <ul style="list-style-type: none">• Designed the lobby UI• Designed the game UI• Implemented the game UI in java FX <i>Inform</i> |
| [16.50-16.55] | Gitlab best practices <ul style="list-style-type: none">• Introduce the wiki for the documentation of the project• Everyone should perform at least one code review on Gitlab and approve one MR |



[16.55-17.00]

Present this week's goals

- MVP for a single player game
 - Create the communication between the server and the client
 - Expose the endpoints necessary for a standard single player game to be played.
- Complete the UI design for the application.
 - The authentication screens
 - The nickname selection screen
 - The lobby UI
 - The game screens

Inform

[17.00-17.10]

API endpoints

- User creation/ authentication
- Lobby retrieval
- Lobby joining
- Gathering the emojis
- Gathering the powerups
- Other

Discuss

[17.10-17.15]

Approaching the HCI draft

- Finishing the UI
- Getting reviews from other teams

Discuss

[17.15-17.20]

Feedback Round

[17.20-17.25]

Question Round

[17.25-17.30]

Closure