Format agenda

**Agenda [Week 6]**

Location: Drebbelweg PC-Hall 1

Datum: 15/03/2022

Time: 15:45 - 16:45

Attendees: Daniel Franke, Hanna Heinczinger, Janek Bryczkowski, Marina Escribano Esteban, Pavlos Markesinis, Ionut Liviu Moanta

**Agenda-items**

13:45-13:50 **Opening by chair**

How things went this week, what we got done, talk about meetings on discord last week and Monday’s (yesterday’s) meeting.

13:50-13:55 **Check-in**

How everyone did individually the free week, how they felt working more remotely.

13:55-14:05 **Sprint 1**

We created a milestone for the week and assigned everyone issues. The Sprint was focused on the solo player part of the game. If we can go around and everyone tell their issue and how it went implementing it.

14:05-14:10  **Buddy Check**

This week we had to complete the Buddy Check and evaluate our team members in various aspects. I hope everyone completed it and can view the results. From them, would you say the feedback you’ve received will help you improve on your attitude, your performance or another quality.

14:10-14:15 **Backend of the game**

Last Thursday we discussed about the schema design for our game application and decided to start working on the databases for it. We have currently created a database for getting activities and creating questions. Daniel would you mind quickly explaining what we use this database for. Hannah would you also quickly let everyone know why we also have a database for the scores and mappings you’ve created.

14:15-14:20 **Prospects for upcoming week – Sprint 2**

This next week we want to get started on Multiplayer and implement most of it. The solo player I estimate should be finished by Wednesday.

14:20-14:25 **Summary** **action points –** *Who, what, when?*

* Sprint 1
* Buddy Check
* Design, backend

14:25-14:30 **Feedback Round**

Everyone evaluates, how they did this week, individually and as a team member.

**Question Round**

Questions about activity database, etc.

**Closure**