

Sprint 01

Sprint Planning: 04/04/2024

Attendees:

- Product Owner: Sireesha
- Scrum Master: Steff
- Development Team: Iris, Leo, Erick and Thomas

Agenda:

1. Started Sprint 1
2. Estimated the story points
3. Assigning sub tasks by each member

Sprint Retrospective

Start

Working more efficiently

Stand up improvement

Having regular check-ins

Summarize meeting minutes

Push regularly in Source tree/GIT

Stop

Stop assigning tasks without clarifying expectations.

Meeting Procrastination

Continue

Teamwork

Sprint Review - April 11, 2024

Objective: Basic setup of the game.

Highlights: Researched on vertex animation Basic idea of map randomizing
Finalized regarding input and hardware plan

Feedback: Everyone liked the improvements and suggested adding different features according to the input and hardware plan.

Next Steps: Add features based on feedback. Plan for the next steps to keep improving.

Conclusion: We made good progress, and we're ready to make more improvements.

Note: Stand-ups were done thrice a week and it's maintained.