

NEON STRIKERS

Daily Scrum Meeting Log

January 12, 2026 — April 28, 2026

Florida International University — Senior Capstone

Team: Brian Mesa, Louis Flores, Fabienne Olibrice (+ Mike Niedz through March 13, 2026)

This document contains the complete daily scrum meeting records for the Neon Strikers capstone project. Five scrums are recorded per week. The log covers the full project duration from the initial kickoff on January 12, 2026 through project closure on April 28, 2026. Mike Niedz participated as Project Lead through March 13, 2026, after which the team operated as a three-member group with Brian Mesa assuming the Developer Lead role and Louis Flores assuming full documentation ownership.

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 12, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:45 PM

Meeting Focus: Project Kickoff & Unity Installation

Primary Objective: Get everyone set up with Unity and aligned on the project concept.

Action Items for Everyone

- Download and install Unity Hub
- Install Unity Editor 6000.3.3f1 LTS
- Join Discord and review project channels
- Review initial game concept notes

Brian Mesa

Hours worked since last meeting: 2

Completed

- Set up Discord server with Scrum and documentation channels
- Drafted initial list of core game requirements
- Reviewed capstone project brief

Planned for next meeting

- Install Unity Hub and Unity LTS
- Review 2D Platformer Microgame template
- Begin Sprint 1 backlog draft

Hurdles

- Need to confirm game concept direction before Sprint 1 scope is locked

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Reviewed capstone guidelines
- Brainstormed initial game concept options
- Shared design reference links in Discord

Planned for next meeting

- Install Unity and explore editor
- Research comparable 2D games for design inspiration
- Draft initial design brief

Hurdles

- No major blockers at this stage

Louis Flores**Hours worked since last meeting:** 2**Completed**

- Created GitHub repository and initial folder structure
- Reviewed capstone requirements documentation
- Shared repo access with all team members

Planned for next meeting

- Install Unity Hub and editor
- Complete 2D Platformer Microgame tutorial
- Begin reviewing Rigidbody2D documentation

Hurdles

- Need to align game concept before architecture planning can begin

Fabienne Olibrice**Hours worked since last meeting:** 1**Completed**

- Joined Discord server and reviewed channels
- Reviewed capstone project brief
- Started collecting visual reference images for game aesthetic

Planned for next meeting

- Install Unity and explore the editor
- Research neon/arcade visual styles
- Draft initial list of UI elements needed

Hurdles

- No major blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 13, 2026**Attendees:** Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice**Time:** 6:00 PM – 6:45 PM**Meeting Focus:** Unity Onboarding – Day 2**Primary Objective:** Progress through Unity installation and begin tutorial exploration.**Action Items for Everyone**

- Confirm Unity is installed and running on each machine

- Begin 2D Platformer Microgame tutorial
- Post questions in Discord documentation channel

Brian Mesa

Hours worked since last meeting: 2

Completed

- Installed Unity Hub and Unity Editor LTS
- Created new project using 2D Platformer template
- Documented core requirements: 2 players, platformer combat, scoring

Planned for next meeting

- Continue 2D Microgame tutorial
- Explore Unity Inspector and Scene panels
- Begin drafting Sprint 1 backlog

Hurdles

- Still deciding between multiplayer framework options

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Installed Unity
- Researched networking approaches: NGO vs Mirror
- Drafted architecture options doc in Discord

Planned for next meeting

- Complete tutorial
- Prototype simple 2-player scene to test networking feasibility
- Finalize design concept

Hurdles

- Networking complexity could affect Sprint 1 scope

Louis Flores

Hours worked since last meeting: 2

Completed

- Installed Unity and opened Microgame project
- Reviewed GitHub repository setup
- Began reading Rigidbody2D Unity documentation

Planned for next meeting

- Work through tutorial sections on player movement and physics
- Create initial Unity prefab sketches
- Document Unity learnings

Hurdles

- Physics tuning will require iteration — flagging early

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Installed Unity
- Collected neon aesthetic reference images
- Explored Unity UI system overview

Planned for next meeting

- Complete Unity onboarding tutorial
- Draft initial UI wireframe concepts
- Share visual reference doc with team

Hurdles

- Need to confirm screen resolution target for UI planning

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 14, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 9:00 PM – 10:00 PM

Meeting Focus: Unity Onboarding – Tutorial Progress

Primary Objective: Complete Unity onboarding and begin defining Sprint 1 scope from hands-on learnings.

Action Items for Everyone

- Finish 2D Platformer Microgame tutorial
- Document key learnings
- Prepare initial Sprint 1 feasibility notes

Brian Mesa

Hours worked since last meeting: 2

Completed

- Progressed through Microgame tutorial — completed movement and camera sections
- Took notes on scene management and hierarchy structure
- Added initial tasks to GitHub Projects board

Planned for next meeting

- Finish tutorial

- Finalize Sprint 1 backlog list (MVP only)
- Set up base Unity scene for arena

Hurdles

- Need team consensus on Sprint 1 scope before next week

Mike Niedz

Hours worked since last meeting: 2

Completed

- Completed tutorial through section 4
- Explored Unity Netcode examples in Unity Learn
- Documented architecture preference: host-authoritative local multiplayer

Planned for next meeting

- Finish tutorial
- Create test scene with two movable GameObjects
- Share architecture decision with team

Hurdles

- Host-authoritative model easier for local demo but limits future online play

Louis Flores

Hours worked since last meeting: 2

Completed

- Completed tutorial movement and physics sections
- Practiced Rigidbody2D constraints and layer collision matrix
- Reviewed similar 2D brawler games for mechanic reference

Planned for next meeting

- Create Player and Wall prefabs
- Implement basic horizontal movement with Rigidbody2D
- Add first jump mechanic

Hurdles

- Jump feel will need significant tuning — not trivial from tutorial

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Continued tutorial — completed UI section
- Drafted wireframe for scoreboard and start screen
- Chose initial color palette for neon theme

Planned for next meeting

- Finish tutorial

- Create placeholder sprites for player characters
- Set up UI canvas in Unity

Hurdles

- Need final screen resolution from team before UI implementation

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 15, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:45 PM

Meeting Focus: Sprint 1 Scope Alignment

Primary Objective: Agree on Sprint 1 goals and assign ownership of first implementation tasks.

Action Items for Everyone

- Review tutorial learnings as a team
- Define Sprint 1 MVP scope
- Assign task ownership in GitHub Projects

Brian Mesa

Hours worked since last meeting: 2

Completed

- Completed 2D Microgame tutorial
- Drafted Sprint 1 backlog with 6 MVP tasks
- Presented scope to team for review

Planned for next meeting

- Finalize Sprint 1 plan with team sign-off
- Set up base arena scene in Unity
- Create first commit with project scaffolding

Hurdles

- Scope needs agreement — risk of overplanning identified

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Finished tutorial
- Tested two-object scene with independent keyboard inputs
- Confirmed local input splitting is viable without networking

Planned for next meeting

- Document confirmed local multiplayer approach
- Begin basic collision setup for arena walls
- Create design mockup for arena layout

Hurdles

- No blockers — local input approach simplifies Sprint 1 significantly

Louis Flores

Hours worked since last meeting: 2

Completed

- Finished tutorial
- Created basic Player prefab with Rigidbody2D
- Tested horizontal movement and basic gravity

Planned for next meeting

- Add jump mechanic to Player prefab
- Test wall and floor collision behavior
- Push first working movement prototype to GitHub

Hurdles

- Jump height tuning is iterative — will need multiple sessions

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Finished tutorial
- Created initial placeholder sprite sheet for players
- Set up UI Canvas in test scene

Planned for next meeting

- Implement health bar placeholder in UI
- Create start screen layout
- Share UI assets with team via GitHub

Hurdles

- Sprite dimensions need confirmation before art pass begins

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 16, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:15 PM

Meeting Focus: Sprint 1 Kickoff

Primary Objective: Begin Sprint 1 with aligned scope and confirmed task assignments.

Action Items for Everyone

- Confirm Sprint 1 backlog is finalized in GitHub Projects
- Begin assigned tasks independently
- Set next meeting for Monday Jan 19

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Finalized Sprint 1 backlog — 8 tasks total, 3 assigned to Brian
- Created base arena Unity scene with ground plane and walls
- Pushed initial project structure to GitHub main branch

Planned for next meeting

- Build out arena platform layout v1
- Implement basic camera that follows player
- Review Louis' movement prototype

Hurdles

- Platform layout will need iteration based on gameplay feel

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Documented local two-player input approach using separate key bindings
- Created collision layer matrix doc for team reference
- Started design mockup in Figma for arena visual

Planned for next meeting

- Create arena wall prefabs with correct colliders
- Draft visual reference sheet for neon aesthetic
- Review Fabienne's UI wireframes

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2

Completed

- Added jump mechanic to Player prefab

- Confirmed floor collision works correctly
- Pushed movement prototype branch to GitHub

Planned for next meeting

- Tune jump height and gravity to feel snappy, not floaty
- Add second Player prefab for P2
- Test two-player local input simultaneously

Hurdles

- Jump feel requires more time than estimated — blocking snappy controls

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Completed health bar placeholder UI
- Created start screen title text and layout
- Committed UI assets to GitHub

Planned for next meeting

- Polish start screen layout
- Create game over screen placeholder
- Begin neon glow visual effect research for Unity

Hurdles

- Unity bloom/glow post-processing setup needs research

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 19, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Sprint 1 Check-In – Movement & Arena

Primary Objective: Review movement prototype progress and arena layout v1.

Action Items for Everyone

- Demo movement prototype to team
- Review arena layout and confirm platform positions
- Identify and log any blockers

Brian Mesa

Hours worked since last meeting: 2

Completed

- Completed arena platform layout v1 — 3 tiers, 5 platforms
- Added camera follow component
- Reviewed Louis' movement branch

Planned for next meeting

- Add spawn point GameObjects for P1 and P2
- Test layout with movement prototype
- Begin basic game state management script

Hurdles

- Camera follow needs tuning — overshoots player at high speed

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Created arena wall and floor prefabs with correct collision layers
- Drafted neon color guide document
- Reviewed arena layout v1 — provided feedback on platform spacing

Planned for next meeting

- Update platform positions based on playtest feedback
- Begin hitbox design document
- Create initial character silhouette sketches

Hurdles

- Platform spacing needs wider gaps to allow more aerial combat

Louis Flores

Hours worked since last meeting: 2

Completed

- Tuned jump force and gravity — feels responsive now
- Added P2 prefab with mirrored key bindings (WASD vs arrows)
- Tested two-player simultaneous movement — no input conflicts

Planned for next meeting

- Add coyote time to jump mechanic
- Begin implementing basic attack input detection
- Write unit note on Rigidbody2D settings chosen

Hurdles

- Coyote time logic is more complex than expected — needs dedicated time

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Completed game over screen placeholder
- Researched Unity URP post-processing for bloom
- Created neon glow test scene

Planned for next meeting

- Implement basic bloom glow on arena lights
- Apply neon color palette to arena tiles
- Test visual style with movement prototype running

Hurdles

- Bloom intensity needs calibration — currently overexposed in test

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 20, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:15 PM

Meeting Focus: Coyote Time & Combat Prep

Primary Objective: Finalize core movement polish and begin attack system planning.

Action Items for Everyone

- Review coyote time implementation options
- Plan attack system architecture
- Update GitHub Issues with any new blockers

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Added spawn points to arena scene
- Tested full movement prototype in arena layout
- Logged 2 GitHub issues: camera overshoot, platform friction

Planned for next meeting

- Fix camera follow overshoot with damping parameter
- Begin GameManager script skeleton
- Review attack architecture proposal

Hurdles

- Camera overshoot logged as Issue #3

Mike Niedz**Hours worked since last meeting:** 1.5**Completed**

- Updated platform spacing based on feedback
- Drafted attack system design doc — hitbox/hurtbox model
- Reviewed Unity Animator for attack animation states

Planned for next meeting

- Share attack system doc with team
- Begin character animation state machine design
- Create hitbox collider prefab prototype

Hurdles

- Animation state machine complexity may require dedicated sprint time

Louis Flores**Hours worked since last meeting:** 2**Completed**

- Implemented coyote time — 0.15s grace window
- Added jump buffer — 0.1s input queue
- Tested both features — feel significantly more responsive

Planned for next meeting

- Add wall slide detection
- Begin attack input — register keypress for light attack
- Document movement parameters in code comments

Hurdles

- Wall slide adds complexity — may defer to Sprint 2 if Sprint 1 runs long

Fabienne Olibrice**Hours worked since last meeting:** 1**Completed**

- Calibrated bloom intensity — looks correct in arena scene
- Applied neon color palette to floor and wall tiles
- Shared visual screenshot in Discord for team feedback

Planned for next meeting

- Add neon grid pattern to arena background
- Create character sprite v1 using neon palette
- Begin particle effect research for attack impacts

Hurdles

- Character sprite proportions need game feel test before final art

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 21, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:45 PM

Meeting Focus: Attack System Design Review

Primary Objective: Agree on hitbox/hurtbox combat architecture before implementation begins.

Action Items for Everyone

- Review Mike's attack system design document as a team
- Confirm hitbox/hurtbox approach
- Assign combat implementation tasks for Sprint 2

Brian Mesa

Hours worked since last meeting: 2

Completed

- Fixed camera follow overshoot — added damping coefficient
- Reviewed attack system design doc
- Added combat tasks to GitHub Projects backlog

Planned for next meeting

- Create GameManager with basic state enum
- Implement round start/end state transitions
- Test state machine with existing scene

Hurdles

- State machine scope growing — may need to limit to 3 states for Sprint 1

Mike Niedz

Hours worked since last meeting: 2

Completed

- Presented attack design doc to team — hitbox/hurtbox model confirmed
- Created prototype hitbox collider prefab in Unity
- Drew animation state diagram for review

Planned for next meeting

- Build out hitbox enable/disable on animation event
- Create test attack animation clip
- Prototype damage resolution function

Hurdles

- Animation event timing requires careful frame-level testing

Louis Flores

Hours worked since last meeting: 2

Completed

- Implemented wall slide velocity reduction
- Registered light attack key input
- Reviewed Mike's attack architecture — agreed on approach

Planned for next meeting

- Integrate attack input with animation trigger
- Begin wall jump from wall slide state
- Document movement state machine in notes

Hurdles

- Wall jump edge case: same frame as wall slide exit needs handling

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Created neon grid background tile
- Started character sprite v1 — basic silhouette in neon palette
- Shared updated arena visual screenshot

Planned for next meeting

- Finish character sprite v1 front-facing idle frame
- Create hit particle effect placeholder
- Align sprite scale with collider size

Hurdles

- Sprite pixel resolution needs final confirm for proper Unity import

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 22, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:45 PM

Meeting Focus: Sprint 1 Mid-Point Check

Primary Objective: Assess Sprint 1 progress and identify any scope adjustments needed.

Action Items for Everyone

- Each member demos current work in Unity
- Log all open issues to GitHub
- Confirm Sprint 1 completion target

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- GameManager skeleton with 3 states: MainMenu, Gameplay, GameOver
- State transition triggers in place
- Demoed to team — transitions working

Planned for next meeting

- Add score tracking to GameManager
- Test full loop: menu → game → game over → menu
- Review Fabienne's UI progress

Hurdles

- Score display needs UIManager — deferring full score UI to Sprint 2

Mike Niedz

Hours worked since last meeting: 2

Completed

- Hitbox collider enables/disables on animation event
- Prototype damage function — reduces target health float
- Tested hit detection with two test GameObjects

Planned for next meeting

- Integrate hit detection with HealthManager
- Add knockback force on hit
- Create hurtbox prefab

Hurdles

- Knockback direction calculation needs player facing direction flag

Louis Flores

Hours worked since last meeting: 2

Completed

- Wall jump implemented — tested on arena wall prefabs
- Attack input triggers animation state
- Full movement suite working: move, jump, coyote, buffer, wall slide, wall jump

Planned for next meeting

- Pass movement code to Brian for integration

- Begin light attack hitbox timing integration with Mike
- Write movement system notes

Hurdles

- Animation cancel edge cases exist — documenting for later

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Character sprite v1 complete — 5 idle frames
- Hit particle placeholder effect created
- Aligned sprite dimensions with collider bounds

Planned for next meeting

- Add walk animation frames
- Integrate sprite sheet into Unity Animator
- Create death/KO effect placeholder

Hurdles

- Walk animation needs correct pixel cadence for smooth loop

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 23, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Sprint 1 Wrap-Up

Primary Objective: Complete Sprint 1 deliverables and prepare Sprint 1 review notes.

Action Items for Everyone

- Confirm all Sprint 1 tasks are complete or correctly deferred
- Prepare Sprint 1 review summary
- Draft Sprint 2 initial goals

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Score tracking added to GameManager
- Full game loop tested end to end
- Sprint 1 review notes drafted

Planned for next meeting

- Lead Sprint 1 review meeting
- Define Sprint 2 backlog with team
- Begin UIManager for score display

Hurdles

- No Sprint 1 blockers — all MVP tasks complete

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Hurtbox prefab created and layered correctly
- Knockback direction uses player facing flag
- Integrated with HealthManager prototype

Planned for next meeting

- Sprint 2: full combat integration with animation
- Polish hitbox timing accuracy
- Add light/heavy attack distinction

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Movement code reviewed and merged to main
- Sprint 1 contribution notes written
- Reviewed Brian's game loop — confirmed state transitions

Planned for next meeting

- Sprint 2: attack animation integration
- Document all movement parameters
- Begin draft of Sprint 1 meeting minutes

Hurdles

- Documentation backlog growing — need to carve out time in Sprint 2

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Walk animation integrated into Animator
- Death effect placeholder in place
- Visual consistency review across all current assets

Planned for next meeting

- Sprint 2: apply character sprites to actual Player prefabs
- Create jump and attack animation frames
- Begin arena lighting pass

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 26, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:20 PM

Meeting Focus: Sprint 2 Kickoff – Core Mechanics Implementation

Primary Objective: Begin Sprint 2 focused on completing the full combat system and integrating all character animations.

Action Items for Everyone

- Review GitHub repository for project management updates
- Continue individual work on 2D prototype
- Focus on Unity learning and experimentation
- No formal deliverables required today

Brian Mesa

Hours worked since last meeting: 2

Completed

- Reviewed GitHub page
- Researched how to implement core requirements: 2 players, kick ball, scoring system
- Refined and organized draft backlog of tasks and user stories

Planned for next meeting

- Continue working through Unity 2D Platformer tutorial
- Get familiarized with Unity Scene, Inspector, and Hierarchy panels
- Revisit Sprint 1 scope and assess Sprint 2 progress

Hurdles

- Adjusting to Unity engine features needed for the project
- Planning multiplayer features for FIU local network

Mike Niedz

Hours worked since last meeting: 2

Completed

- Reviewed GitHub page
- Researched core game requirements implementation
- Began setting up colliders to replicate physics mechanics

Planned for next meeting

- Continue Unity 2D Platformer tutorial
- Create GameObjects for players
- Discuss possible design ideas with team

Hurdles

- Unity physics collider behavior differs from expectations — needs more testing

Louis Flores

Hours worked since last meeting: 2

Completed

- Reviewed GitHub page
- Continued work on player movement mechanics
- Tested Rigidbody2D behavior with updated physics settings

Planned for next meeting

- Implement jump buffer and coyote time refinements
- Push polished movement branch
- Document movement parameter decisions

Hurdles

- Physics tuning still iterative — not fully resolved

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Reviewed GitHub page
- Continued work on UI layout and visual style
- Created jump animation keyframes

Planned for next meeting

- Integrate jump animation into Animator controller
- Test animations with current movement prototype
- Create attack animation placeholder frames

Hurdles

- Animation timing needs to sync with movement code — requires coordination with Louis

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 27, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:45 PM

Meeting Focus: Combat Integration Sprint

Primary Objective: Integrate hitbox system with character animation events.

Action Items for Everyone

- Mike and Louis pair on hitbox integration
- Brian continues GameManager expansion
- Fabienne completes attack animation frames

Brian Mesa

Hours worked since last meeting: 2

Completed

- Expanded GameManager with round counter
- Added round start delay before player control enabled
- Tested round sequencing — working correctly

Planned for next meeting

- Add win condition check after each round
- Implement score UI update on round end
- Review Mike/Louis integration progress

Hurdles

- Win condition needs to trigger from HealthManager — dependency on their integration

Mike Niedz

Hours worked since last meeting: 2

Completed

- Light attack hitbox integrated with animation event — fires on frame 4
- Damage applied on overlap detection
- Tested hit registration on stationary target

Planned for next meeting

- Add heavy attack variant with higher damage and longer hitbox window
- Implement hitstun on hit target
- Test both attacks against moving target

Hurdles

- Moving target hit registration has one-frame miss edge case — investigating

Louis Flores**Hours worked since last meeting:** 2**Completed**

- Coordinated with Mike on hitbox timing
- Reviewed and tested combat integration in test scene
- Began writing movement system documentation

Planned for next meeting

- Complete movement documentation section
- Test wall jump with attack combo
- Log any edge cases found

Hurdles

- Attack animation cancel during wall jump produces undefined state — logged as Issue #7

Fabienne Olibrice**Hours worked since last meeting:** 1.5**Completed**

- Completed attack animation — 6 frames, matches hitbox timing
- Integrated attack animation into Animator controller
- Tested visual sync with hitbox active window

Planned for next meeting

- Create heavy attack animation variant
- Add hit-flash effect on character when taking damage
- Begin arena lighting pass v1

Hurdles

- Hit flash effect requires shader knowledge — researching approach

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 28, 2026**Attendees:** Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice**Time:** 5:00 PM – 5:45 PM**Meeting Focus:** Health System & Death Events**Primary Objective:** Complete HealthManager and wire death events to GameManager round logic.**Action Items for Everyone**

- Finalize HealthManager with correct event signatures
- Wire OnDeath to GameManager

- Test death → round end → reset loop

Brian Mesa

Hours worked since last meeting: 2

Completed

- Wired GameManager to listen for HealthManager.OnDeath events
- Round end correctly triggers on first death — tested with console kills
- Added 2-second delay before round reset

Planned for next meeting

- Add player respawn logic after round reset
- Test full 3-round match sequence
- Document GameManager state diagram

Hurdles

- Respawn position needs to reset correctly — minor position bug on second round

Mike Niedz

Hours worked since last meeting: 2

Completed

- HealthManager finalized — TakeDamage(), Heal(), OnDeath event
- Tested with combat system — damage correctly reduces health float
- Hitstun implemented — 0.15s input lockout on hit

Planned for next meeting

- Test hit resolution edge cases: simultaneous hits, self-damage filter
- Add OnHealthChanged event for UI binding
- Review knockback direction with moving targets

Hurdles

- Simultaneous hit from both players in same frame needs tiebreaker logic

Louis Flores

Hours worked since last meeting: 2

Completed

- Completed movement system documentation draft
- Tested full combat + movement interaction in arena scene
- Logged Issue #9: attack animation cancel bug during wall jump

Planned for next meeting

- Review GameManager documentation
- Begin Sprint 2 meeting minutes draft
- Test respawn position bug with Brian

Hurdles

- Documentation taking longer than expected — need to schedule dedicated time

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Hit flash effect implemented — simple sprite color pulse
- Arena lighting pass v1 applied — 4 neon accent lights
- Confirmed visual style in team Discord review

Planned for next meeting

- Add death animation for player KO
- Create win screen overlay graphic
- Begin round transition fade effect

Hurdles

- Death animation needs correct trigger — depends on OnDeath event from HealthManager

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 29, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Full Match Loop Test

Primary Objective: Run first complete 3-round match and identify all blocking bugs.

Action Items for Everyone

- All team members test full match loop together
- Log any found bugs to GitHub Issues
- Prioritize bugs for remainder of Sprint 2

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Fixed respawn position bug — now resets to spawn points
- Ran full 3-round test match with team
- Logged 3 new Issues from test session

Planned for next meeting

- Fix score display not updating correctly (Issue #12)

- Add pause menu placeholder
- Begin Sprint 2 review prep

Hurdles

- Score UI not reflecting GameManager score correctly — binding issue

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Tested simultaneous hit edge case — added frame-order tiebreaker
- Confirmed self-damage filter working via layer collision matrix
- Ran full match test — combat felt solid

Planned for next meeting

- Add heavy attack with extended startup frames
- Polish knockback feel at different damage values
- Contribute to Sprint 2 review notes

Hurdles

- Heavy attack startup frames need tweaking for fairness

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Participated in full match test
- Logged 2 additional edge case bugs during test
- Made progress on Sprint 2 meeting minutes

Planned for next meeting

- Complete Sprint 2 minutes
- Help test heavy attack implementation
- Begin reviewing architecture for Sprint 3 planning

Hurdles

- Issue #14: wall jump into attack causes brief invisible hitbox flicker

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Death animation integrated — triggers on OnDeath event
- Round transition fade implemented — 0.5s fade to black between rounds
- Win screen overlay graphic created

Planned for next meeting

- Polish round transition timing

- Add character shadow sprite for depth
- Test all visual effects in full match

Hurdles

- Round transition timing feels slightly slow — adjusting duration

Daily Scrum Meeting Minutes

Neon Strikers

Date: January 30, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Sprint 2 Completion Check

Primary Objective: Verify Sprint 2 deliverables and prepare for Sprint 2 review.

Action Items for Everyone

- Confirm all Sprint 2 tasks are complete or correctly deferred
- Update GitHub Issues status
- Prepare Sprint 2 review and Sprint 3 planning agenda

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Fixed score UI binding — now updates on GameManager score change event
- Pause menu placeholder implemented — freezes Time.deltaTime
- Sprint 2 review agenda drafted

Planned for next meeting

- Lead Sprint 2 review
- Define Sprint 3 backlog with team
- Begin Sprint 3 UI/UX polish tasks

Hurdles

- No Sprint 2 blockers

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Heavy attack complete — 10 frame startup, higher damage and knockback
- Knockback feel validated in full match test
- Sprint 2 combat contributions documented

Planned for next meeting

- Sprint 3: aerial attack variant
- Refine hitbox timing on both attacks
- Explore special meter concept

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Sprint 2 meeting minutes completed
- All known Issues documented in GitHub
- Movement + combat integration tested and stable

Planned for next meeting

- Sprint 3: documentation consistency pass
- Begin architectural notes for Sprint 3 scope
- Review Mike's special meter concept

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Visual effects pass complete for Sprint 2
- All animations integrated and tested
- Sprint 2 visual summary shared in Discord

Planned for next meeting

- Sprint 3: additional arena visual variants
- Character selection screen mockup
- Explore particle system for special attacks

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 2, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:45 PM

Meeting Focus: Sprint 3 Kickoff – Game Loop & Polish

Primary Objective: Begin Sprint 3 focused on game loop polish, UI improvements, and aerial combat.

Action Items for Everyone

- Review Sprint 3 backlog
- Confirm task ownership
- Set Sprint 3 goals: full game loop, aerial attack, UI polish

Brian Mesa

Hours worked since last meeting: 2

Completed

- Finalized Sprint 3 backlog — 10 tasks
- Began UIManager script for centralized UI control
- Linked UIManager to GameManager events

Planned for next meeting

- Complete UIManager for health bars and score
- Add timer countdown to match
- Test full UI in running match

Hurdles

- UIManager architecture needs careful design to avoid tight coupling

Mike Niedz

Hours worked since last meeting: 2

Completed

- Designed aerial attack — triggers from airborne state
- Created aerial hitbox prefab variant
- Tested aerial hitbox in test scene

Planned for next meeting

- Integrate aerial attack with Animator
- Test aerial attack against grounded opponent
- Adjust hitbox angle for aerial-to-ground hits

Hurdles

- Aerial hitbox angle needs tuning for balanced hit coverage

Louis Flores

Hours worked since last meeting: 2

Completed

- Reviewed Sprint 3 scope

- Started architecture notes document for Sprint 3 systems
- Tested UIManager integration in Brian's branch

Planned for next meeting

- Document UIManager design
- Review aerial attack code
- Begin Sprint 3 meeting minutes template

Hurdles

- No current blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Started character selection screen mockup
- Explored particle system for special move effects
- Reviewed sprint 3 visual requirements

Planned for next meeting

- Complete character select mockup in Figma
- Begin implementing particle burst on heavy attack impact
- Update arena background with parallax layer

Hurdles

- Parallax scrolling may conflict with static arena layout — needs test

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 3, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:15 PM

Meeting Focus: UI Integration Day

Primary Objective: Complete UIManager integration and get health bars and score displaying in match.

Action Items for Everyone

- Brian demos UIManager progress
- Confirm event binding approach
- Test all UI elements in live match

Brian Mesa

Hours worked since last meeting: 2

Completed

- UIManager complete — health bars bound to HealthManager.OnHealthChanged
- Score display updates on GameManager.OnScoreChanged
- Match timer countdown implemented — ends round at zero

Planned for next meeting

- Add low-health flash effect to health bars
- Implement round number indicator
- Test full UI in 3-round match

Hurdles

- Timer-based round end needs to interact correctly with KO-based round end — dual trigger risk

Mike Niedz

Hours worked since last meeting: 2

Completed

- Aerial attack integrated with Animator — triggers from IsGrounded == false
- Tested aerial hit on grounded opponent — feels good
- Adjusted hitbox angle 30 degrees for better coverage

Planned for next meeting

- Add aerial attack landing lag to prevent spam
- Test aerial attack in full competitive match context
- Document aerial attack parameters

Hurdles

- Landing lag value needs balance testing — too much punishes jumping, too little enables spam

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Reviewed UIManager implementation
- Identified dual timer/KO trigger risk and flagged to Brian
- Continued Sprint 3 meeting minutes

Planned for next meeting

- Document UIManager design decision
- Review aerial attack implementation notes
- Test dual trigger risk fix

Hurdles

- Dual trigger issue could affect round integrity — flagged as critical

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Character select screen mockup v1 complete in Figma
- Particle burst on heavy attack impact — test scene working
- Parallax background test — confirmed no conflict with static arena

Planned for next meeting

- Begin implementing character select screen in Unity
- Integrate heavy attack particles into main arena scene
- Start parallax background in arena

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 4, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:45 PM

Meeting Focus: Sprint 3 Mid-Point – Core Features Integration

Primary Objective: Integrate all Sprint 3 features into the main scene and run first full-feature test match.

Action Items for Everyone

- Merge all current branches to integration branch
- Run full test match with all Sprint 3 features active
- Log any integration bugs

Brian Mesa

Hours worked since last meeting: 2

Completed

- Fixed dual trigger bug — added RoundEnded flag to prevent double-fire
- Round number indicator UI implemented
- Ran full integration test — 3 rounds, all UI elements working

Planned for next meeting

- Add post-round pause screen with round result
- Test pause menu with all game states
- Prepare integration branch for merge to main

Hurdles

- Post-round pause screen needs smooth transition from gameplay

Mike Niedz**Hours worked since last meeting: 2****Completed**

- Landing lag tuned to 0.25s — feels balanced
- Tested aerial in full 3-round match — no spam issue
- Reviewed integration test results with Brian

Planned for next meeting

- Add aerial attack visual effect — directional particle trail
- Document all attack parameters in design doc
- Review feedback from integration test

Hurdles

- No blockers

Louis Flores**Hours worked since last meeting: 2****Completed**

- Participated in integration test — noted 4 bugs
- Logged all integration bugs to GitHub Issues
- Sprint 3 meeting minutes updated through today

Planned for next meeting

- Continue documentation
- Draft architecture update notes from integration changes
- Follow up on post-round pause transition

Hurdles

- Issue #18: aerial attack can clip through thin platform edge — needs investigation

Fabienne Olibrice**Hours worked since last meeting: 1.5****Completed**

- Implemented character select screen in Unity — placeholder functionality
- Integrated heavy attack particles in main arena
- Parallax background added to arena scene

Planned for next meeting

- Polish character select screen transitions
- Add screen shake effect on heavy hit
- Test all visual effects in integration build

Hurdles

- Screen shake implementation needs to not affect UI layer

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 5, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:45 PM

Meeting Focus: Bug Triage from Integration Test

Primary Objective: Work through integration test bug list and resolve critical issues.

Action Items for Everyone

- Review GitHub Issues from integration test
- Assign owners to each bug
- Prioritize by impact

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Reviewed all 6 new issues from integration test
- Assigned ownership in GitHub
- Fixed Issue #15: post-round pause transition now smooth

Planned for next meeting

- Fix Issue #16: score not resetting on new full game
- Test all fixes in integration branch
- Document bug triage decisions

Hurdles

- Score reset bug is in GameManager.Reset() — logic error found

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Investigated Issue #18: aerial platform clip
- Added continuous collision detection to player during aerial state
- Confirmed fix works on all platform thicknesses in current arena

Planned for next meeting

- Test aerial clip fix across all platforms
- Add aerial particle trail
- Review combat system for any remaining edge cases

Hurdles

- No blockers on aerial fix

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Reviewed bug assignments
- Tested Brian and Mike's fixes
- Updated meeting minutes with bug triage results

Planned for next meeting

- Continue documentation
- Prepare Sprint 3 retrospective notes template
- Test full match after all fixes applied

Hurdles

- No current blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Screen shake implemented — isolated to game camera, does not affect UI
- Tested all visual effects in integration branch — all working
- Reviewed character select screen with team feedback

Planned for next meeting

- Apply team feedback to character select polish
- Add character name labels to select screen
- Begin win celebration animation

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 6, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Sprint 3 Final Push

Primary Objective: Close out remaining Sprint 3 tasks and prepare for Sprint 3 review.

Action Items for Everyone

- Confirm all Sprint 3 tasks resolved or deferred with reason
- Prepare Sprint 3 review notes
- Begin thinking about Sprint 4 scope

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Fixed score reset bug in GameManager.Reset()
- Full 3-round match tested clean — all core features working
- Sprint 3 review notes drafted

Planned for next meeting

- Lead Sprint 3 review
- Sprint 4: sound effects integration
- Sprint 4: final visual polish pass

Hurdles

- No blockers

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Aerial particle trail added and integrated
- All known combat edge cases tested and resolved
- Sprint 3 combat summary written

Planned for next meeting

- Sprint 4: special meter concept prototype
- Polish attack timing values
- Review visual feedback on hit events

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Sprint 3 meeting minutes complete
- Architecture notes updated for Sprint 3 system changes
- All GitHub Issues status updated

Planned for next meeting

- Sprint 4: documentation continues

- Draft Sprint 3 retrospective
- Review sound integration requirements

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Win celebration animation complete
- Character select screen polished with name labels
- Sprint 3 visual summary shared in Discord

Planned for next meeting

- Sprint 4: audio visual sync
- Begin special attack visual design
- Refine arena lighting for showcase readiness

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 9, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:45 PM

Meeting Focus: Sprint 4 Kickoff – Polish & Audio

Primary Objective: Begin Sprint 4: integrate audio, polish all visual effects, and stabilize for showcase.

Action Items for Everyone

- Review Sprint 4 backlog
- Assign audio assets sources
- Set milestone: showcase-ready build by end of Sprint 4

Brian Mesa

Hours worked since last meeting: 2

Completed

- Sprint 4 backlog finalized
- Sourced royalty-free SFX library for audio
- Begun AudioManager script

Planned for next meeting

- Complete AudioManager with SFX playback methods
- Integrate hit, jump, and death sounds
- Test audio in full match

Hurdles

- Audio continuation across scene loads needs DontDestroyOnLoad AudioManager

Mike Niedz

Hours worked since last meeting: 2

Completed

- Began special meter concept implementation
- Created SpecialMeter script tracking hits taken
- Visual meter bar placeholder added to HUD

Planned for next meeting

- Define special attack trigger condition
- Implement special attack prototype
- Balance special meter fill rate

Hurdles

- Special attack scope may exceed Sprint 4 — monitoring

Louis Flores

Hours worked since last meeting: 2

Completed

- Sprint 4 scope reviewed
- Sprint 3 retrospective document started
- Reviewed AudioManager architecture plan

Planned for next meeting

- Complete Sprint 3 retrospective
- Document Sprint 4 goals
- Test audio integration as it progresses

Hurdles

- Retrospective writing is time-consuming — scheduling two dedicated sessions

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Reviewed arena for final visual polish needs
- Started special attack visual design concepts
- Tested all current effects for visual consistency

Planned for next meeting

- Begin arena lighting final pass
- Create special attack visual effect concept
- Align audio events with visual feedback timing

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 10, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:15 PM

Meeting Focus: Audio Integration

Primary Objective: Get first audio pass into the build — hit, jump, and ambient sounds.

Action Items for Everyone

- Brian demos AudioManager
- Confirm SFX assets are correctly licensed
- Test audio in live match

Brian Mesa

Hours worked since last meeting: 2

Completed

- AudioManager complete with PlaySFX(clip) and PlayMusic(clip)
- DontDestroyOnLoad implemented
- Hit and jump sounds integrated — tested in match

Planned for next meeting

- Add death and round-end sounds
- Implement looping background music
- Test all audio in 3-round match

Hurdles

- Background music volume needs mixing against SFX

Mike Niedz

Hours worked since last meeting: 2

Completed

- Special meter fills correctly on hits taken

- Special attack prototype: screen-wide push burst
- Tested in isolation — works but damage feels too high

Planned for next meeting

- Balance special attack damage and knockback
- Add visual and audio cue for special activation
- Test special in full match context

Hurdles

- Special attack balance critical — will need multiple tuning iterations

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Sprint 3 retrospective first draft complete
- Reviewed and tested audio integration
- Logged audio volume mixing issue as GitHub Issue #21

Planned for next meeting

- Finalize Sprint 3 retrospective
- Begin Sprint 4 meeting minutes
- Test special attack in full match

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Arena lighting final pass applied — looks polished
- Special attack visual concept finalized — radial burst ring
- Tested audio-visual sync timing for hit effects

Planned for next meeting

- Implement special attack radial burst visual
- Tune hit flash timing with new audio cues
- Final review of all visual effects for showcase readiness

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 11, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:45 PM

Meeting Focus: Special Attack Balancing

Primary Objective: Balance and finalize the special attack system.

Action Items for Everyone

- Run balance test sessions
- Iterate on special attack damage and meter fill rate
- Confirm special fits game feel

Brian Mesa

Hours worked since last meeting: 2

Completed

- Added death and round-end sound effects
- Background music implemented — volume mixed
- Full audio test in 3-round match — sounds good

Planned for next meeting

- Fine-tune volume balance after team feedback
- Add audio for menu navigation
- Audio implementation complete — begin final QA pass

Hurdles

- No audio blockers remaining

Mike Niedz

Hours worked since last meeting: 2.5

Completed

- Special attack damage reduced — now 25% of opponent health
- Meter fill rate slowed — requires taking 3 hits to fill
- Visual activation cue added — flash + sound trigger

Planned for next meeting

- Run 5 balance test matches
- Adjust meter fill rate further based on test results
- Document final special attack parameters

Hurdles

- Balance is subjective — need multiple player opinions

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Sprint 3 retrospective finalized and shared
- Tested special attack in full matches — balance feels close
- Logged 2 balance observations to GitHub

Planned for next meeting

- Sprint 4 meeting minutes
- Document special attack design in system notes
- Begin showcase QA checklist

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Radial burst visual implemented for special attack
- Tuned hit flash timing with audio cues — synchronized well
- Visual effects review complete — all effects showcase-ready

Planned for next meeting

- Final review pass on all UI elements
- Polish any remaining visual rough edges
- Prepare showcase visual assets checklist

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 12, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:45 PM

Meeting Focus: Showcase Readiness Assessment

Primary Objective: Evaluate the current build against showcase readiness criteria.

Action Items for Everyone

- Run showcase simulation — full 3-round match with team watching
- Evaluate against readiness checklist
- Identify any remaining must-fix items

Brian Mesa**Hours worked since last meeting: 2****Completed**

- Ran showcase simulation with full build
- Controls feel tight and responsive
- Identified 2 remaining must-fix items

Planned for next meeting

- Fix Issue #23: game over screen flicker on first load
- Add loading screen between scenes
- Prepare final build checklist

Hurdles

- Game over screen flicker — intermittent, hard to reproduce consistently

Mike Niedz**Hours worked since last meeting: 1.5****Completed**

- Watched showcase simulation — combat balanced
- Special attack felt impactful but not dominant
- Reviewed must-fix list with Brian

Planned for next meeting

- Assist with game over screen investigation
- Polish attack animations — minor timing refinements
- Write combat system final notes

Hurdles

- No blockers

Louis Flores**Hours worked since last meeting: 1.5****Completed**

- Observed showcase simulation and took notes
- Showcase readiness checklist drafted
- Identified 3 additional polish items

Planned for next meeting

- Share checklist with team
- Continue Sprint 4 documentation
- Track must-fix items to resolution

Hurdles

- Game over flicker needs resolution before showcase

Fabienne Olibrice**Hours worked since last meeting:** 1**Completed**

- Observed simulation — visual feedback very positive
- Identified 1 minor visual bug: health bar overlap on death
- Fixed health bar overlap — now hides on death correctly

Planned for next meeting

- Final UI element audit
- Add controller mapping overlay to main menu
- Confirm all art assets are final and committed

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 13, 2026**Attendees:** Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice**Time:** 5:30 PM – 6:00 PM**Meeting Focus:** Final Sprint 4 QA**Primary Objective:** Close out Sprint 4 QA items and declare feature-complete build.**Action Items for Everyone**

- Confirm all must-fix items resolved
- Tag a feature-complete build in GitHub
- Plan Sprint 5 as showcase preparation only

Brian Mesa**Hours worked since last meeting:** 1.5**Completed**

- Investigated game over flicker — found double scene load call
- Fixed double scene load by adding load guard flag
- Feature-complete build tagged as v0.7.0 in GitHub

Planned for next meeting

- Sprint 5: final QA and stability
- Prepare build delivery process
- Confirm exhibit station setup requirements

Hurdles

- No blockers — Sprint 4 complete

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Attack animation timing refined — minor 2-frame adjustment
- Combat system final notes written and committed to docs
- Reviewed v0.7.0 build — no new combat bugs found

Planned for next meeting

- Sprint 5: support QA and testing
- Review showcase demo script
- Assist with presentation preparation

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Sprint 4 meeting minutes complete
- Showcase checklist updated — all items resolved or tracked
- Sprint 4 retrospective started

Planned for next meeting

- Sprint 5: documentation finalization
- Write Sprint 4 retrospective
- Begin main project documentation draft

Hurdles

- Documentation scope for Sprint 5 is significant — planning carefully

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Controller mapping overlay added to main menu
- Final art asset audit — all assets committed
- Visual quality review of v0.7.0 — approved

Planned for next meeting

- Sprint 5: support QA visual checks
- Assist with showcase presentation visuals
- Confirm exhibit display resolution

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 16, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Sprint 5 Kickoff – Showcase & Stability

Primary Objective: Begin final sprint focused entirely on stability, QA, and showcase delivery.

Action Items for Everyone

- Review Sprint 5 goals — stability and delivery only
- Define QA test plan
- Confirm showcase date and logistics

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Sprint 5 backlog set — all tasks are QA or delivery
- Confirmed showcase date and station setup requirements
- Ran full stability test on v0.7.0 — no critical bugs found

Planned for next meeting

- Run regression test suite on all known fixed bugs
- Prepare build delivery process documentation
- Confirm exhibit station hardware specs

Hurdles

- Need to confirm exhibit monitor resolution with course staff

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Reviewed Sprint 5 scope — QA focused
- Ran combat QA — all scenarios pass
- Confirmed no regressions on aerial attack fix

Planned for next meeting

- Continue combat QA

- Review showcase demo flow
- Assist with any remaining balance issues

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2

Completed

- Sprint 5 plan reviewed
- Sprint 4 retrospective finalized
- Began main project documentation structure outline

Planned for next meeting

- Continue main documentation draft
- Document Sprint 5 goals and QA plan
- Review build delivery documentation

Hurdles

- Main documentation is large scope — need sustained focus this sprint

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- QA visual checks on v0.7.0 — all effects render correctly
- Confirmed exhibit display resolution compatibility
- Reviewed showcase presentation slide structure

Planned for next meeting

- Visual QA on any new builds
- Assist with presentation slide content
- Finalize showcase-specific visual assets

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 17, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:15 PM

Meeting Focus: QA Regression Testing

Primary Objective: Run regression testing across all previously fixed bugs.

Action Items for Everyone

- Each member tests 3 fixed bugs from GitHub Issues
- Confirm all regressions pass
- Log any new bugs found

Brian Mesa

Hours worked since last meeting: 2

Completed

- Tested Issues #3, #12, #15 — all pass in v0.7.0
- Confirmed score reset and round sequencing correct
- Found minor new issue: background music plays twice on arena reload

Planned for next meeting

- Fix background music double-play (Issue #25)
- Continue regression tests through Issue backlog
- Prepare final build notes

Hurdles

- Issue #25 minor — quick fix expected

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Tested Issues #7, #9, #18 — all pass
- Aerial attack clip fix confirmed through all platforms
- Combat edge cases verified — no regressions

Planned for next meeting

- Test remaining combat Issues
- Assist Brian with Issue #25 investigation
- Showcase demo walkthrough draft

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2

Completed

- Tested Issues #14, #16, #21 — all pass
- Continued main documentation draft
- Sprint 5 meeting minutes started

Planned for next meeting

- Continue documentation
- Test Issues #22, #23
- Coordinate with Brian on delivery docs

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Visual regression check on all effects after v0.7.0
- All visual effects confirmed working correctly
- Presentation slides structure draft completed

Planned for next meeting

- Begin filling in presentation slide content
- Test all UI visual states in QA
- Confirm final art asset versions are tagged in GitHub

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 18, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Final Build Preparation

Primary Objective: Prepare showcase build and finalize delivery package.

Action Items for Everyone

- Brian prepares final build
- Confirm all assets included
- Test on a clean machine

Brian Mesa

Hours worked since last meeting: 2

Completed

- Fixed Issue #25 — AudioManager now checks if music already playing before starting

- Prepared Windows standalone build v0.8.0
- Tested build on secondary machine — runs correctly

Planned for next meeting

- Prepare build delivery package with readme
- Confirm build with course instructor requirements
- Finalize delivery documentation

Hurdles

- No blockers — build is clean

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Tested v0.8.0 build on clean machine — no issues
- Wrote showcase demo script outline
- Reviewed delivery package requirements

Planned for next meeting

- Complete demo script
- Practice showcase presentation talking points
- Support any last-minute issues

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2

Completed

- Main documentation draft reaching 60% completion
- Reviewed v0.8.0 build
- Updated GitHub Issues with final statuses

Planned for next meeting

- Continue documentation — architecture and system sections
- Finalize Sprint 5 minutes
- Begin testing and evaluation section

Hurdles

- Documentation pace on track but requires continued focus

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Presentation slides content filled in for visual and design sections

- Visual QA on v0.8.0 — all effects confirmed
- Final art asset versions confirmed in GitHub tag

Planned for next meeting

- Complete presentation slides
- Practice presentation delivery
- Confirm showcase booth visual setup

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 19, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:45 PM

Meeting Focus: Presentation Dry Run

Primary Objective: Run first full dry run of the capstone presentation.

Action Items for Everyone

- Each member presents their assigned section
- Time total presentation
- Gather feedback and adjust

Brian Mesa

Hours worked since last meeting: 2

Completed

- Presented technical architecture section — 6 minutes
- Build demo ran cleanly during dry run
- Noted 2 areas to tighten in delivery

Planned for next meeting

- Revise and tighten architecture slide content
- Second dry run Friday
- Confirm all delivery materials are packaged

Hurdles

- Architecture section slightly long — trimming

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Presented game design and combat section
- Demo gameplay section ran well
- Team provided positive feedback on overall flow

Planned for next meeting

- Refine combat section timing
- Prepare backup video recording of gameplay in case live demo fails
- Second dry run Friday

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Presented documentation and process section
- Covered agile process and sprint history
- Team feedback: add more specifics to sprint accomplishments

Planned for next meeting

- Update documentation section with sprint specifics
- Second dry run Friday
- Continue main documentation writing

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Presented visual design section
- Slides look polished and well-organized
- Team positive on visual quality

Planned for next meeting

- Minor slide adjustments from feedback
- Second dry run Friday
- Confirm presentation laptop setup

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 20, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Second Dry Run & Final Prep

Primary Objective: Complete second presentation dry run and finalize all deliverables.

Action Items for Everyone

- Second full presentation dry run
- Confirm all materials are final
- Submit deliverables per course requirements

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Second dry run — architecture section trimmed, timing correct
- Delivery package finalized and submitted
- Build v0.8.0 submitted per course requirements

Planned for next meeting

- Monitor for any last-minute course feedback
- Continue supporting team for showcase day
- Begin planning showcase day logistics

Hurdles

- No blockers

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Second dry run complete — timing good
- Backup gameplay video recorded
- All presentation materials finalized

Planned for next meeting

- Monitor for course feedback
- Practice demo flow one more time
- Confirm team roles for showcase day

Hurdles

- No blockers

Louis Flores**Hours worked since last meeting:** 1.5**Completed**

- Second dry run — documentation section improved
- All Sprint 5 minutes complete
- Main documentation at 70% — on track

Planned for next meeting

- Continue documentation through showcase week
- Write results and lessons learned sections
- Confirm documentation submission timeline

Hurdles

- No blockers

Fabienne Olibrice**Hours worked since last meeting:** 1**Completed**

- Second dry run complete — visual sections polished
- All showcase visual materials confirmed
- Presentation submitted

Planned for next meeting

- Support showcase day visuals
- Finalize booth setup plan
- Prepare visual demo materials for booth

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 23, 2026**Attendees:** Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice**Time:** 6:00 PM – 6:30 PM**Meeting Focus:** Post-Submission Sprint Start**Primary Objective:** Begin post-submission sprint focused on documentation completion and showcase readiness.**Action Items for Everyone**

- Review any instructor feedback on submission
- Identify remaining documentation gaps

- Plan for showcase day team roles

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Reviewed instructor feedback — positive, minor clarification requested
- Responded to feedback in course portal
- Reviewed showcase day logistics plan

Planned for next meeting

- Address instructor feedback items
- Prepare showcase day setup guide
- Final build test on showcase hardware

Hurdles

- Need to confirm showcase hardware specs by end of week

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Reviewed instructor feedback
- Finalized demo script with timing notes
- Tested full demo flow solo

Planned for next meeting

- One more demo run with team
- Prepare talking points cards for showcase day
- Confirm role during live showcase demo

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2

Completed

- Reviewed instructor feedback — documentation feedback noted
- Main documentation continued — system design sections
- Sprint history section drafted

Planned for next meeting

- Continue documentation writing
- Draft testing and evaluation section
- Address instructor documentation feedback

Hurdles

- Instructor feedback references missing references section — adding

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Reviewed feedback
- Confirmed showcase booth setup requirements
- Prepared visual display materials

Planned for next meeting

- Finalize booth display layout
- Test display materials on showcase hardware
- Support remaining documentation visual needs

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 24, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:15 PM

Meeting Focus: Documentation Deep Dive

Primary Objective: Make substantial progress on main documentation to ensure showcase-week readiness.

Action Items for Everyone

- Louis presents documentation progress
- Team reviews and provides corrections
- Assign any documentation action items

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Reviewed Louis' documentation sections
- Provided corrections to architecture diagram description
- Confirmed showcase hardware spec with course staff

Planned for next meeting

- Supply Brian's sections of documentation review

- Write implementation notes for GameManager and UIManager
- Final showcase day logistics prep

Hurdles

- No blockers

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Reviewed documentation combat sections
- Provided parameter values for documentation table
- Confirmed demo script is finalized

Planned for next meeting

- Support documentation review
- One more solo demo practice
- Prepare showcase talking points

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2.5

Completed

- Documentation system design section complete
- Testing and evaluation section drafted
- References section added per instructor feedback

Planned for next meeting

- Write results section
- Write lessons learned section
- Draft continuation guide

Hurdles

- No blockers — documentation on schedule

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Booth display layout finalized
- Display materials tested on showcase hardware — all working
- Visual assets checklist confirmed complete

Planned for next meeting

- Support any remaining visual documentation needs

- Prepare showcase day arrival logistics
- Final review of all submitted materials

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 25, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Showcase Week Final Team Sync

Primary Objective: Final full-team sync before showcase week — confirm all roles, materials, and contingencies.

Action Items for Everyone

- Confirm showcase day roles and timing
- Identify backup plans for technical issues
- Final team morale check-in

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Confirmed showcase day hardware setup process
- Tested build on showcase machine — runs at 60fps
- Prepared backup USB with build and assets

Planned for next meeting

- Arrive early showcase day for setup
- Lead technical demo
- Support team with any last-minute issues

Hurdles

- No blockers

Mike Niedz

Hours worked since last meeting: 1

Completed

- Final demo run with team — timing excellent
- Confirmed talking points and section ownership
- Ready for showcase day

Planned for next meeting

- Arrive with team for setup
- Handle game design and combat demo section
- Engage with showcase participants

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2

Completed

- Documentation 90% complete
- Sprint 5 retrospective drafted
- Reviewed all submitted deliverables for completeness

Planned for next meeting

- Finalize documentation in showcase week
- Handle process and documentation presentation section
- Engage with participants about project methodology

Hurdles

- Final 10% of documentation is dense — requires focused writing time

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- All showcase materials confirmed ready
- Booth visual setup plan finalized
- Final art assets committed to GitHub

Planned for next meeting

- Handle visual design section of presentation
- Manage booth visual display during showcase
- Engage participants with design process story

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 26, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:30 PM

Meeting Focus: Pre-Showcase Check

Primary Objective: Final day-before-showcase checks — build, materials, and team readiness.

Action Items for Everyone

- Final build test
- Confirm all materials are on showcase machine
- Rest and be ready for tomorrow

Brian Mesa

Hours worked since last meeting: 1

Completed

- Final build test on showcase machine — clean run
- All materials loaded and confirmed
- Setup checklist complete

Planned for next meeting

- Showcase day: arrive 30 min early for setup
- Lead technical demo
- Gather participant feedback

Hurdles

- No blockers

Mike Niedz

Hours worked since last meeting: 1

Completed

- Final demo practice
- Printed talking points cards
- Ready for showcase

Planned for next meeting

- Showcase day participation
- Engage enthusiastically with participants
- Help gather bug observations

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- Documentation 95% complete — only final proofread remaining

- All process documentation materials ready
- Printed QA observation sheet for showcase

Planned for next meeting

- Showcase day: observe and document participant interactions
- Capture showcase day notes for testing section
- Complete final documentation proofread

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Booth visual display confirmed
- Design materials ready for showcase
- Ready for tomorrow

Planned for next meeting

- Showcase day: present visual design story
- Observe participant reactions to visual style
- Capture any design feedback

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: February 27, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: Post-Showcase Debrief

Meeting Focus: Showcase Day Debrief

Primary Objective: Debrief from showcase and capture all observations for documentation.

Action Items for Everyone

- Compile all bug observations from showcase
- Capture participant feedback
- Identify priority post-showcase fixes

Brian Mesa

Hours worked since last meeting: 3

Completed

- Participated in full showcase — live demo successful
- Observed and documented 4 bugs during showcase play
- Collected participant reactions and feedback verbally

Planned for next meeting

- Log all showcase bugs to GitHub Issues
- Identify critical bugs for immediate fix
- Begin post-showcase sprint planning

Hurdles

- Several bugs surfaced — need triage session

Mike Niedz

Hours worked since last meeting: 3

Completed

- Participated in full showcase
- Observed combat edge cases under real player conditions
- Noted 3 balance observations from participant play patterns

Planned for next meeting

- Log balance observations to GitHub
- Support post-showcase bug triage
- Review showcase feedback with team

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 3

Completed

- Observed participant interactions throughout showcase
- Captured 6 observations on QA sheet
- Documented showcase context in testing section of main doc

Planned for next meeting

- Finalize documentation with showcase data
- Write showcase testing observations section
- Log all bugs to GitHub Issues

Hurdles

- Several new bugs from showcase need thorough documentation

Fabienne Olibrice

Hours worked since last meeting: 3

Completed

- Participated in full showcase
- Noted positive visual feedback from participants
- Observed 2 UI-related issues from participant play

Planned for next meeting

- Log UI issues to GitHub
- Support post-showcase documentation
- Begin thinking about wishlist visual improvements

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 2, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:45 PM

Meeting Focus: Post-Showcase Bug Triage

Primary Objective: Triage all bugs found at showcase and begin targeted fixes.

Action Items for Everyone

- Review full showcase bug list
- Assign severity and owner to each bug
- Define fix sprint goals

Brian Mesa

Hours worked since last meeting: 2

Completed

- Logged all showcase bugs to GitHub Issues — 7 new issues
- Ran triage with team — assigned severity to each
- Identified BUG-04 as Critical: simultaneous death hang

Planned for next meeting

- Begin fix for BUG-04 simultaneous death
- Fix BUG-06 game over screen load intermittent
- Run regression after fixes

Hurdles

- BUG-04 logic is in GameManager — requires careful state machine change

Mike Niedz**Hours worked since last meeting: 2****Completed**

- Participated in bug triage
- Confirmed BUG-02 hitbox extra frame is a real issue
- Reviewed balance observations — not logging as bugs

Planned for next meeting

- Investigate BUG-02 hitbox timing fix
- Document combat edge case notes
- Support BUG-04 investigation

Hurdles

- BUG-02 fix requires frame-precise animation event adjustment

Louis Flores**Hours worked since last meeting: 2****Completed**

- Updated GitHub Issues with all showcase bugs
- Drafted bug severity table for documentation
- Sprint notes updated with post-showcase context

Planned for next meeting

- Document triage results
- Begin shortcomings document structure
- Track bug fixes as they land

Hurdles

- No blockers

Fabienne Olibrice**Hours worked since last meeting: 1.5****Completed**

- Logged UI bugs (BUG-03, BUG-08) to GitHub
- Reviewed showcase visual feedback notes
- Identified wishlist visual improvements from participant feedback

Planned for next meeting

- Begin BUG-08 control overlay implementation
- Review BUG-03 health bar animation fix
- Draft wishlist visual section

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 3, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:15 PM

Meeting Focus: Bug Fixes – BUG-04 and BUG-06

Primary Objective: Resolve the two highest-priority showcase bugs.

Action Items for Everyone

- Brian works on BUG-04 fix
- Mike supports BUG-02 investigation
- Louis documents progress

Brian Mesa

Hours worked since last meeting: 2

Completed

- Added RoundEnded guard to GameManager.OnPlayerDeath()
- BUG-04 fix tested — simultaneous death now resolves cleanly
- Began investigation of BUG-06 intermittent game over load

Planned for next meeting

- Resolve BUG-06 — likely double event fire from HealthManager
- Test both fixes together in full match
- Tag hotfix build

Hurdles

- BUG-06 is intermittent — hard to reproduce consistently

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Investigated BUG-02 — confirmed hitbox active 1 extra frame
- Added explicit hitbox disable call at window end as backup
- BUG-02 fix tested — phantom hit no longer reproducible

Planned for next meeting

- Review BUG-02 fix with Louis
- Document fix approach
- Continue reviewing remaining combat issues

Hurdles

- BUG-02 fix is solid but needs more testing across all attack types

Louis Flores

Hours worked since last meeting: 2

Completed

- Reviewed and tested BUG-04 and BUG-02 fixes
- Documented fix approaches in GitHub Issues
- Continued shortcomings document structure

Planned for next meeting

- Continue documentation
- Test BUG-06 fix when available
- Update bug table in documentation

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Control overlay (BUG-08) implementation started
- Health bar interpolation smooth animation (BUG-03) — in progress
- Reviewed showcase visual feedback notes further

Planned for next meeting

- Complete control overlay implementation
- Finish BUG-03 health bar fix
- Test both UI fixes

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 4, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: BUG-06 Resolution

Primary Objective: Resolve intermittent game over screen loading bug.

Action Items for Everyone

- Brian demos BUG-06 investigation findings
- Team helps test reproduction conditions
- Confirm fix

Brian Mesa

Hours worked since last meeting: 2

Completed

- Found BUG-06 root cause: HealthManager.OnDeath firing twice in edge case
- Added one-shot guard in HealthManager — OnDeath fires max once per match
- BUG-06 fix tested 20 times — zero reproductions

Planned for next meeting

- Tag hotfix build v0.8.1
- Run full regression on all showcase bugs
- Prepare bug fix notes

Hurdles

- No blockers — BUG-06 resolved

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Helped test BUG-06 reproduction — confirmed fix
- Tested BUG-02 fix across light, heavy, and aerial attacks — all pass
- Updated GitHub Issues status

Planned for next meeting

- Assist with BUG-01 investigation (platform clipping)
- Continue reviewing remaining Issues
- Support Louis' documentation with combat notes

Hurdles

- BUG-01 may require CollisionDetectionMode change — flagging

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Tested BUG-06 fix alongside Brian
- Documented fix details in GitHub
- Continued shortcomings document — Mike departure section structure

Planned for next meeting

- Continue shortcomings document

- Update documentation with bug fix notes
- Write testing section update

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- BUG-08 control overlay complete and tested
- BUG-03 health bar smooth animation implemented and tested
- Both UI fixes pushed to GitHub

Planned for next meeting

- Test all UI fixes in v0.8.1 build
- Continue wishlist document draft
- Review remaining open Issues for UI category

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 5, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:30 PM

Meeting Focus: Hotfix Build v0.8.1

Primary Objective: Tag, test, and confirm hotfix build v0.8.1 with all showcase bug fixes applied.

Action Items for Everyone

- Full regression test on v0.8.1
- Confirm all fixed bugs pass
- Identify any regressions

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- v0.8.1 tagged and built
- Full regression test — all 5 fixed bugs confirmed resolved
- No new regressions found

Planned for next meeting

- Document v0.8.1 release notes
- Share build with team for independent testing
- Plan next fix priority

Hurdles

- No blockers

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Independent regression test on combat bugs — all pass
- Reviewed v0.8.1 build notes
- Shared combat test results in Discord

Planned for next meeting

- Begin BUG-01 investigation
- Review wall jump bug (BUG-05) approach
- Support team documentation needs

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Independent regression test — all passes confirmed
- Updated documentation with v0.8.1 changes
- Continued shortcomings document

Planned for next meeting

- Finalize shortcomings document structure
- Continue main documentation
- Write wishlist document outline

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Tested all UI fixes in v0.8.1 — all working correctly
- Wishlist document structure drafted
- Reviewed remaining open Issues for visual/UI category

Planned for next meeting

- Continue wishlist document
- Support remaining documentation visual sections
- Begin thinking about Live Testing Event proposal

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 6, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Week Wrap & Mid-Sprint Check

Primary Objective: Review progress through post-showcase sprint and plan remaining work.

Action Items for Everyone

- Review all open GitHub Issues status
- Confirm remaining priorities
- Note any team capacity concerns for coming weeks

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Reviewed open Issues — 5 remaining: BUG-01, BUG-05, BUG-07, BUG-09, BUG-10
- BUG-07 audio cleanup quick fix submitted
- Confirmed team capacity for next two weeks

Planned for next meeting

- BUG-01: set CollisionDetectionMode.Continuous on Player Rigidbody2D
- BUG-05: wall jump direction edge case — needs investigation
- Continue planning post-showcase sprint

Hurdles

- BUG-05 is frame-timing dependent — difficult to reliably reproduce

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Reviewed open Issues

- Noted personal schedule complexity increasing in coming weeks
- Committed to staying available through end of next week

Planned for next meeting

- BUG-01 implementation this week
- BUG-05 investigation
- Communicate schedule status to team early next week

Hurdles

- Personal schedule pressure increasing — monitoring

Louis Flores

Hours worked since last meeting: 2

Completed

- Reviewed Issues and priority list
- Continued main documentation — reached 80% complete
- Updated sprint notes with week summary

Planned for next meeting

- Continue documentation — results and lessons sections
- Shortcomings document first draft by end of next week
- Track Mike's schedule situation

Hurdles

- Documentation timeline tight — committed to focused writing sessions

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Reviewed open Issues — no new UI bugs
- Wishlist document intro and overview sections written
- Supported team week wrap review

Planned for next meeting

- Continue wishlist document
- Support documentation needs
- Test any new builds as they land

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 9, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: BUG-01 Fix & Continued Polish

Primary Objective: Implement and test the continuous collision detection fix for platform clipping.

Action Items for Everyone

- Brian implements BUG-01 fix
- Mike continues BUG-05 investigation
- Louis continues documentation

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Set CollisionDetectionMode2D.Continuous on Player Rigidbody2D
- Tested platform clipping across all platform sizes — no clipping observed
- BUG-01 marked resolved in GitHub

Planned for next meeting

- Run full regression after BUG-01 change
- Investigate BUG-09 platform edge landing stutter
- Support Mike with BUG-05 if needed

Hurdles

- Continuous collision detection slightly increases physics compute — monitoring performance

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Investigated BUG-05 wall jump direction inversion
- Identified one-frame timing issue at wall contact
- Added one-frame cooldown to direction resolution — testing

Planned for next meeting

- Continue BUG-05 testing
- Communicate schedule update to team later this week
- Ensure knowledge transfer on any in-progress work

Hurdles

- Schedule conflict with showcase presentation requirements becoming critical — will discuss with team

Louis Flores

Hours worked since last meeting: 2

Completed

- Main documentation results section drafted
- Lessons learned section outline created
- Noted Mike's schedule concern — monitoring

Planned for next meeting

- Continue results and lessons sections
- Prepare to absorb additional documentation if team changes
- Continue shortcomings document

Hurdles

- Potential team change on the horizon — documenting current state thoroughly as precaution

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Tested BUG-01 fix across arena — no clipping
- Wishlist document showcase testing section written
- Continued wishlist features section

Planned for next meeting

- Complete wishlist document first draft
- Test any new builds
- Support documentation visuals

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 10, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:15 PM

Meeting Focus: BUG-05 Resolution Attempt

Primary Objective: Resolve or scope wall jump direction edge case.

Action Items for Everyone

- Mike demos BUG-05 fix
- Team tests reproduction steps
- Confirm or log for future sprint

Brian Mesa**Hours worked since last meeting:** 1.5**Completed**

- Tested BUG-05 fix — 10 test runs, 0 reproductions
- BUG-05 marked resolved
- Ran full regression — all fixes holding

Planned for next meeting

- Tag v0.8.2 with BUG-01 and BUG-05 fixes
- Focus on documentation support
- Plan for any team structure changes

Hurdles

- No technical blockers

Mike Niedz**Hours worked since last meeting:** 1.5**Completed**

- BUG-05 fix confirmed working
- Updated GitHub with resolution notes
- Had schedule discussion with Brian — situation serious

Planned for next meeting

- Discuss schedule conflict formally with team Wednesday
- Ensure all in-progress work is documented or completed
- Determine team path forward

Hurdles

- Scheduling conflict with presentation requirement is unresolvable — will communicate to team formally

Louis Flores**Hours worked since last meeting:** 2**Completed**

- Tested v0.8.2 — all bugs confirmed resolved
- Continued documentation — lessons learned section written
- Noted schedule discussion context for documentation

Planned for next meeting

- Prepare to document team structure change if needed
- Continue shortcomings document
- Support whatever transition is needed

Hurdles

- Team structure change anticipated — preparing documentation to be comprehensive

Fabienne Olibrice**Hours worked since last meeting:** 1**Completed**

- Tested v0.8.2
- Completed wishlist document first draft
- Noted team situation concern

Planned for next meeting

- Review wishlist doc with team
- Support any transition needs
- Continue open work

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 11, 2026**Attendees:** Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice**Time:** 6:00 PM – 6:30 PM**Meeting Focus:** Team Structure Discussion**Primary Objective:** Discuss Mike's scheduling conflict and determine path forward for the team.**Action Items for Everyone**

- Open discussion of Mike's situation
- Understand timeline and impact
- Begin planning transition if needed

Brian Mesa**Hours worked since last meeting:** 1**Completed**

- Participated in team structure discussion
- Understood the scope of Mike's scheduling conflict
- Began thinking about role redistribution

Planned for next meeting

- Take on Developer Lead responsibilities
- Ensure all combat and design knowledge is transferred or documented
- Plan remaining work with three-person capacity

Hurdles

- Three-person team will require scope adjustment — need to reassess roadmap

Mike Niedz

Hours worked since last meeting: 1

Completed

- Formally communicated scheduling conflict to team
- Explained that presentation requirement conflict is irreconcilable
- Committed to knowledge transfer before departure

Planned for next meeting

- Complete knowledge transfer sessions this week
- Document any in-progress design decisions
- Officially transition out by end of next week

Hurdles

- Departure is confirmed — working to make transition as smooth as possible

Louis Flores

Hours worked since last meeting: 1

Completed

- Participated in team discussion
- Began mentally scoping documentation of the transition
- Reviewed what was documented vs. in Mike's head

Planned for next meeting

- Capture all of Mike's design decisions in documentation
- Assume full documentation leadership going forward
- Support Brian in transition to Developer Lead

Hurdles

- Design vision that lived in Mike's head needs to be extracted and documented — time sensitive

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Participated in team discussion
- Expressed support for Mike and commitment to team continuity
- Reviewed remaining work with new team structure in mind

Planned for next meeting

- Continue development support under Brian's lead
- Support knowledge transfer from Mike
- Maintain positive team momentum

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 12, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:30 PM

Meeting Focus: Knowledge Transfer – Design & Combat

Primary Objective: Extract and document Mike's design vision and all undocumented design decisions.

Action Items for Everyone

- Mike walks team through all design decisions
- Louis documents in real time
- Brian takes notes on technical design intent

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Walked through arena layout design intent with Mike
- Noted intended platform spacing rationale and aesthetic goals
- Took technical notes on any undocumented combat parameters

Planned for next meeting

- Internalize design intent for remaining decisions
- Assume responsibility for design decisions as Developer Lead
- Review notes with team tomorrow

Hurdles

- Design decisions made intuitively by Mike are hard to fully transfer — some interpretation will be required

Mike Niedz

Hours worked since last meeting: 1.5

Completed

- Led knowledge transfer session
- Walked through neon aesthetic vision, level design philosophy, and intended game feel
- Documented remaining special attack design notes

Planned for next meeting

- Final review of transferred notes tomorrow

- Confirm any remaining undocumented items
- Official handoff by end of week

Hurdles

- No blockers — committed to clean handoff

Louis Flores

Hours worked since last meeting: 2

Completed

- Documented all knowledge transfer session content
- Captured design vision notes in formal document
- Added design rationale section to main documentation

Planned for next meeting

- Finalize knowledge transfer notes document
- Review with team for accuracy
- Integrate into shortcomings document context

Hurdles

- No blockers — productive session

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Participated in knowledge transfer
- Noted visual design intent from Mike's input
- Updated wishlist with design ideas Mike shared

Planned for next meeting

- Apply design notes to visual wishlist section
- Support remaining documentation needs
- Check in with team on overall morale

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 13, 2026

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:30 PM

Meeting Focus: Mike's Final Check-In

Primary Objective: Final check-in with Mike and confirm handoff is complete.

Action Items for Everyone

- Review all transferred materials
- Confirm no undocumented items remain
- Mike officially transitions out

Brian Mesa

Hours worked since last meeting: 1

Completed

- Reviewed all transfer notes — complete
- Confirmed understanding of design intent
- Thanked Mike for his contributions

Planned for next meeting

- Take full Developer Lead responsibility from Monday
- Reassess remaining roadmap with three-person team
- Lead Sprint 3 restructure planning session Monday

Hurdles

- No blockers — ready to lead

Mike Niedz

Hours worked since last meeting: 1

Completed

- Confirmed all knowledge transfer complete
- Reviewed GitHub — no in-progress branches left hanging
- Said farewell and wished team success

Planned for next meeting

- N/A — departing from project

Hurdles

- N/A

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Knowledge transfer notes finalized and committed
- Sprint notes updated with transition context
- Began formal shortcomings document narrative on Mike's departure

Planned for next meeting

- Full documentation ownership from Monday

- Complete shortcomings document this sprint
- Support Brian in roadmap reassessment

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Participated in final check-in
- Committed to supporting team through transition
- Confirmed availability and task continuity

Planned for next meeting

- Continue development under Brian's lead
- Support documentation as needed
- Stay focused on remaining deliverables

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 16, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:45 PM

Meeting Focus: Team Restructure & Roadmap Review

Primary Objective: Formally restructure the three-person team, reassign roles, and reassess project roadmap.

Action Items for Everyone

- Confirm new role assignments
- Review remaining backlog with three-person capacity
- Define what done looks like for the project

Brian Mesa

Hours worked since last meeting: 2

Completed

- Assumed Developer Lead role
- Reviewed full project backlog with three-person lens
- Identified 4 scope items to defer to wishlist

Planned for next meeting

- Lead remaining development sprint
- Define three-person sprint backlog for this week
- Begin BUG-09 platform edge stutter investigation

Hurdles

- Wearing both Developer Lead and design hat requires extra planning discipline

Louis Flores

Hours worked since last meeting: 2

Completed

- Confirmed full documentation ownership
- Reviewed all documentation progress — 85% complete
- Structured remaining documentation work into weekly tasks

Planned for next meeting

- Complete results section this week
- Complete lessons learned and continuation guide sections
- Maintain sprint records through end of semester

Hurdles

- Documentation workload is high but manageable with schedule discipline

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Confirmed continued development support role
- Reviewed remaining wishlist and open Issues
- Updated task assignments in GitHub Projects

Planned for next meeting

- Support Brian with BUG-09 investigation
- Continue wishlist document completion
- Test any new builds from Brian

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 17, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:15 PM

Meeting Focus: BUG-09 & BUG-10 Fixes

Primary Objective: Address remaining low-severity bugs as capacity allows.

Action Items for Everyone

- Brian investigates BUG-09
- Fabienne investigates BUG-10
- Louis continues documentation

Brian Mesa

Hours worked since last meeting: 2

Completed

- Investigated BUG-09: platform edge stutter
- Identified cause: friction spike at edge corner collider point
- Applied smooth edge radius to platform corner colliders — stutter eliminated

Planned for next meeting

- Test BUG-09 fix thoroughly
- Review BUG-10 fix from Fabienne
- Continue roadmap review for final sprint

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2

Completed

- Main documentation results section complete
- Lessons learned section drafted
- Sprint 3 restructure context added to shortcomings document

Planned for next meeting

- Complete lessons learned section
- Begin continuation guide for future teams
- Draft sprint history section summary

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Investigated BUG-10: heavy attack animation mirror offset

- Adjusted sprite pivot point for left-facing animation — offset resolved
- Tested both directions — symmetric now

Planned for next meeting

- Push BUG-10 fix for Brian review
- Continue wishlist document
- Test BUG-09 fix

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 18, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Polish Sprint – Visual and Audio

Primary Objective: Dedicate session to final visual and audio polish improvements.

Action Items for Everyone

- Review remaining polish items
- Assign and execute
- Test results in live build

Brian Mesa

Hours worked since last meeting: 2

Completed

- BUG-09 fix confirmed by Fabienne
- Tagged v0.8.3 with BUG-09 and BUG-10 fixes
- Began data-driven physics configuration — ScriptableObject for physics params

Planned for next meeting

- Complete physics config ScriptableObject
- This enables easy tuning for Live Testing Event
- Continue polish sprint tasks

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2

Completed

- Lessons learned section complete
- Continuation guide first draft complete
- Documentation now at 92% complete

Planned for next meeting

- Complete final proofread and edit pass
- Write appendix and glossary sections
- Finalize shortcomings document

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Tested v0.8.3 — all visual fixes confirmed
- Wishlist document Live Testing Event section drafted
- Applied minor arena lighting adjustment from Mike's transferred notes

Planned for next meeting

- Complete wishlist document
- Continue testing support
- Finalize showcase booth visual plan

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 19, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:30 PM

Meeting Focus: Documentation Final Push

Primary Objective: Complete the main project documentation and shortcomings document.

Action Items for Everyone

- Louis presents documentation near-final state
- Team reviews and provides corrections
- Target: documentation complete by Friday

Brian Mesa**Hours worked since last meeting:** 1.5**Completed**

- Reviewed documentation — provided corrections to system design section
- Confirmed physics parameter table values
- Physics ScriptableObject complete and tested

Planned for next meeting

- Test physics config with multiple preset values
- Support documentation review
- Begin wishlist implementation priority discussion

Hurdles

- No blockers

Louis Flores**Hours worked since last meeting:** 2.5**Completed**

- Documentation proofread and edit pass complete
- Appendix and glossary sections written
- Shortcomings document complete — awaiting final review

Planned for next meeting

- Final team review of both documents
- Incorporate team corrections
- Target submission-ready by Friday

Hurdles

- No blockers

Fabienne Olibrice**Hours worked since last meeting:** 1**Completed**

- Wishlist document complete
- Reviewed shortcomings document — minor additions suggested
- Tested v0.8.3 one more time — clean

Planned for next meeting

- Submit wishlist document feedback to Louis
- Final testing confirmation of v0.8.3
- Plan for final showcase-period activities

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 20, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Documents Final Review

Primary Objective: Team final review of all three documents before submission.

Action Items for Everyone

- Review main documentation, shortcomings, and wishlist as team
- Confirm accuracy of all content
- Submit to course

Brian Mesa

Hours worked since last meeting: 1

Completed

- Reviewed all three documents
- Confirmed technical accuracy — all correct
- Documents approved for submission

Planned for next meeting

- Monitor for any instructor feedback
- Continue final sprint planning
- Prepare for any final showcase activities

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Incorporated team corrections into documents
- Final formatting and style pass complete
- All three documents submitted

Planned for next meeting

- Monitor instructor feedback
- Maintain sprint records through April 28
- Final documentation submission materials tracked

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Reviewed documents — all approved
- Confirmed wishlist content accurate
- Supported final submission process

Planned for next meeting

- Continue support
- Assist with any additional deliverables
- Keep GitHub Issues maintained

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 23, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Final Polish Sprint

Primary Objective: Run a final focused polish sprint to bring the game to showcase-best quality.

Action Items for Everyone

- Review v0.8.3 build with fresh eyes
- Identify any remaining polish items
- Set final sprint goals

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Full play session with v0.8.3
- Identified 3 minor polish items: menu button hover, score flash on point, respawn invincibility

Planned for next meeting

- Implement menu hover feedback
- Add score flash animation on point scored

- Add brief respawn invincibility frames

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Final documentation submitted
- Began post-submission sprint record maintenance
- Reviewed v0.8.3 with fresh perspective

Planned for next meeting

- Maintain daily scrum records through April 28
- Track any new Issues that arise
- Support team as needed

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Play session v0.8.3 — visual feedback still strong
- Identified minor arena tile seam in background
- Fixed arena tile seam — clean now

Planned for next meeting

- Continue visual polish review
- Update booth planning for final showcase dates
- Test Brian's UI polish additions

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 24, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: UI Polish & Respawn Update

Primary Objective: Implement and test final polish additions.

Action Items for Everyone

- Brian demos menu hover and score flash
- Fabienne tests visual polish
- Louis reviews and documents

Brian Mesa

Hours worked since last meeting: 2

Completed

- Menu button hover highlight implemented
- Score flash animation on point — 0.3s scale bounce effect
- Respawn invincibility 1.5s — flashing sprite indicator

Planned for next meeting

- Test all polish items together in full match
- Tag v0.9.0 as showcase candidate build
- One more full QA pass

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- Reviewed polish additions
- Sprint records updated
- Noted all v0.9.0 changes in documentation changelog

Planned for next meeting

- Continue sprint records
- Support QA
- Ensure documentation changelog is current

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Tested all Brian's polish additions
- Visual feedback positive — UI feels more alive
- Confirmed no visual regressions

Planned for next meeting

- Test full match in v0.9.0 candidate
- Final art asset confirmation
- Prepare final showcase visual materials

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 25, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: v0.9.0 Showcase Candidate Validation

Primary Objective: Full QA validation of v0.9.0 showcase candidate build.

Action Items for Everyone

- All members independently QA test build
- Log any found issues
- Decide if build is showcase-ready

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- QA test — 3 full matches, 0 critical bugs
- All polish features working correctly
- Build declared showcase-ready pending team sign-off

Planned for next meeting

- Tag v0.9.0 after team sign-off
- Prepare delivery package update
- Final logistics for remaining showcase dates

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- QA test — confirmed all known fixes hold

- No new issues found
- Signed off on v0.9.0

Planned for next meeting

- Update sprint records
- Prepare final submission package documentation
- Review course requirements for remaining deliverables

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- QA test — visual quality excellent
- All effects and UI elements perfect in v0.9.0
- Signed off on v0.9.0

Planned for next meeting

- v0.9.0 tagged — no further visual changes needed
- Begin thinking about Live Testing Event planning
- Support team for remaining weeks

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 26, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:30 PM

Meeting Focus: Live Testing Event Planning

Primary Objective: Begin planning the proposed Live Testing Event described in the Wishlist document.

Action Items for Everyone

- Review wishlist document Live Testing Event section
- Discuss feasibility for this semester
- If feasible, identify date and logistics

Brian Mesa

Hours worked since last meeting: 1

Completed

- Reviewed wishlist Live Testing Event proposal
- Identified potential date window: late April after main submission
- Discussed logistics requirements

Planned for next meeting

- Draft informal invite for developer testing session
- Identify venue — FIU computer lab
- Confirm team availability for event

Hurdles

- Venue confirmation needed

Louis Flores

Hours worked since last meeting: 1

Completed

- Reviewed testing event proposal
- Identified what observation materials to prepare
- Began thinking about bug tracking process for the event

Planned for next meeting

- Prepare observation sheet template
- Draft informal invite copy
- Track event planning progress in sprint records

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Reviewed testing event proposal
- Committed to helping run the event
- Began thinking about what physics variants to test

Planned for next meeting

- Draft physics tuning test variant list
- Support invite process
- Prepare visual display for event

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 27, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Sprint Wrap & Final Month Planning

Primary Objective: Wrap up the restructured sprint and plan the final month of the project.

Action Items for Everyone

- Review what has been accomplished since restructure
- Plan final 5 weeks through April 28
- Confirm all remaining deliverables

Brian Mesa

Hours worked since last meeting: 1

Completed

- v0.9.0 tagged and confirmed showcase-ready
- Full sprint retrospective context reviewed
- Final month plan outlined

Planned for next meeting

- April: live testing event, final QA, any new Issues addressed
- Support documentation finalization
- Prepare for final submission

Hurdles

- No blockers — strong position heading into final month

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Sprint records current through today
- Final month plan documented
- All three documents submitted and confirmed received

Planned for next meeting

- Continue sprint records through April 28
- Support any new documentation needs
- Prepare comprehensive daily scrum log document

Hurdles

- No blockers

Fabienne Olibrice**Hours worked since last meeting:** 1**Completed**

- Reviewed final month plan
- Physics tuning variant list drafted
- Committed to all remaining team activities

Planned for next meeting

- Assist Brian with any final build work
- Support Live Testing Event logistics
- Final visual quality assurance

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 30, 2026**Attendees:** Brian Mesa, Louis Flores, Fabienne Olibrice**Time:** 4:00 PM – 5:00 PM**Meeting Focus:** Sprint Planning – Final Phase**Primary Objective:** Plan the final sprint: complete Unity 2D platformer prototype and meet tomorrow to discuss next steps.**Action Items for Everyone**

- Review current build state
- Assign final completion tasks
- Schedule next meeting for Tuesday March 31

Brian Mesa**Hours worked since last meeting:** 2**Completed**

- Reviewed v0.9.0 state — showcase-ready
- Identified 3 remaining nice-to-have features for final sprint
- Drafted final sprint task list

Planned for next meeting

- Complete any remaining gameplay refinements
- Ensure build is delivery-ready
- Meet tomorrow for next steps discussion

Hurdles

- No major blockers — in good position

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Sprint records updated
- Reviewed all documentation — complete and submitted
- Reviewed remaining deliverable checklist

Planned for next meeting

- Maintain records through April 28
- Support any final documentation requests
- Prepare for final submission package

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Reviewed v0.9.0 for any last visual needs
- Confirmed all visual assets complete
- Supported sprint planning discussion

Planned for next meeting

- Support Brian with final build work
- Test any new builds
- Attend Tuesday next-steps meeting

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: March 31, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 4:00 PM – 5:00 PM

Meeting Focus: Next Steps Discussion

Primary Objective: Discuss next steps for project completion and confirm final delivery plan.

Action Items for Everyone

- Confirm all individual deliverables are complete and tested
- Align on final ZIP submission package contents
- Confirm remaining course requirements

Brian Mesa

Hours worked since last meeting: 2

Completed

- Reviewed all remaining course requirements
- Confirmed build delivery package contents
- Identified 1 remaining gameplay tweak: knockback on final hit

Planned for next meeting

- Implement knockback tweak this week
- Finalize delivery package
- Confirm submission deadline

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Reviewed final submission requirements with team
- Confirmed all documentation is accounted for
- Updated sprint records with next steps discussion

Planned for next meeting

- Compile complete documentation package
- Support Brian with any additional documentation needs
- Maintain records through end

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Participated in next steps discussion
- Confirmed all visual deliverables complete
- Reviewed final submission checklist

Planned for next meeting

- Final visual quality sign-off on any build updates

- Support submission package compilation
- Test final build before submission

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 1, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Final Knockback Tuning

Primary Objective: Implement and test final gameplay tuning before locking build.

Action Items for Everyone

- Brian implements knockback adjustment
- Fabienne tests
- Louis documents

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Adjusted final hit knockback — increased by 15% for decisive feel
- Tested in multiple matches — feels impactful
- v0.9.1 candidate ready

Planned for next meeting

- Get team sign-off on knockback change
- Tag v0.9.1 as final candidate
- Prepare final delivery package

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- Tested knockback change — feels good
- Updated documentation changelog
- Sprint records current

Planned for next meeting

- Confirm final delivery package documentation
- Final record check
- Support submission

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Tested v0.9.1 candidate — visual quality maintained
- Knockback change approved
- Signed off on v0.9.1

Planned for next meeting

- Support final submission process
- Confirm all art assets in final build
- Attend any remaining team sessions

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 2, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:30 PM

Meeting Focus: Submission Package Assembly

Primary Objective: Assemble the final submission ZIP package with all required components.

Action Items for Everyone

- Compile all submission components
- Verify against course checklist
- Submit

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Tagged v0.9.1 as final release build

- Assembled submission package: build, source, readme
- Confirmed all components against course checklist

Planned for next meeting

- Submit package
- Confirm receipt
- Monitor for instructor feedback

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Added all documentation to submission package
- Final checklist pass — all items confirmed
- Submitted documentation component

Planned for next meeting

- Confirm submission receipt
- Maintain sprint records through April 28
- Follow up on any feedback

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Confirmed all art assets included in source package
- Visual asset checklist verified
- Supported submission process

Planned for next meeting

- Confirm submission
- Support any instructor feedback responses
- Continue Live Testing Event planning

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 3, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 5:45 PM

Meeting Focus: Post-Submission Check

Primary Objective: Confirm submission received and plan remaining semester activities.

Action Items for Everyone

- Confirm submission receipt in course portal
- Plan Live Testing Event
- Enjoy brief post-submission moment

Brian Mesa

Hours worked since last meeting: 0.5

Completed

- Confirmed submission received
- Reviewed Live Testing Event timeline
- Team morale check — positive energy

Planned for next meeting

- Live Testing Event logistics — week of April 20
- Monitor for instructor feedback
- Rest and recover

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 0.5

Completed

- Confirmed submission
- Sprint records updated with submission note
- Brief retrospective moment with team

Planned for next meeting

- Continue records through April 28
- Support Live Testing Event
- Address any feedback received

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 0.5

Completed

- Confirmed submission
- Expressed team appreciation
- Began Live Testing Event invite draft

Planned for next meeting

- Finalize Live Testing Event invite
- Prepare observation materials
- Enjoy the moment

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 6, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Post-Submission Sprint – Live Testing Prep

Primary Objective: Begin preparations for the Live Testing Event.

Action Items for Everyone

- Finalize event date and venue
- Prepare invitations
- Assign logistics roles

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Confirmed FIU lab venue for Live Testing Event
- Set event date: week of April 20
- Drafted event invitation

Planned for next meeting

- Send invitations to developer contacts
- Prepare hotfix build station setup
- Review physics tuning variants for event

Hurdles

- Room booking confirmation pending

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Finalized observation sheet template
- Reviewed wishlist testing event section against current plan
- Sprint records current

Planned for next meeting

- Print observation sheets
- Prepare bug tracking protocol for event
- Support invite distribution

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Completed Live Testing Event invite design
- Physics tuning variant list finalized
- Confirmed personal availability for event

Planned for next meeting

- Support invite distribution
- Prepare physics preset ScriptableObjects for event builds
- Confirm visual display setup for event

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 7, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Event Logistics Confirmation

Primary Objective: Confirm all event logistics and begin final build preparation.

Action Items for Everyone

- Confirm venue booking
- Finalize attendee list

- Prepare event builds

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Room booking confirmed for April 22
- Invitation sent to 15 developer/CS student contacts
- Began preparing event-specific builds with physics variants

Planned for next meeting

- Create 3 physics variant builds
- Test event-day setup on lab hardware
- Confirm food order (pizza)

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- Reviewed confirmed logistics
- Observation sheets printed and prepared
- Bug tracking protocol documented

Planned for next meeting

- Review event day roles with team
- Prepare brief participant orientation script
- Support event build testing

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Physics preset ScriptableObjects created for 3 variants
- Visual display materials prepared for event venue
- Confirmed personal event role: observation and visual QA

Planned for next meeting

- Test physics variants in full match play
- Confirm display setup works in lab
- Support final event preparation

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 8, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Event Build Testing

Primary Objective: Test all event physics variant builds and confirm readiness.

Action Items for Everyone

- Play test all three physics variant builds
- Confirm tournament bracket setup
- Final logistics review

Brian Mesa

Hours worked since last meeting: 2

Completed

- Tested all 3 physics variant builds — all running clean
- Tournament bracket software selected: Challonge
- Pizza confirmed — 4 large pizzas ordered for event day

Planned for next meeting

- Test event setup on lab machines
- Prepare hotfix build station
- Confirm all attendee RSVPs

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- Tested physics variants — noted feel differences between them
- Observation sheet finalized with physics variant column
- Confirmed event day attendance

Planned for next meeting

- Support event day Bug Observer role

- Brief team on observation protocol
- Final prep for event

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Tested all physics variants — documented feel differences
- Visual display confirmed working on lab hardware
- Event setup run-through complete

Planned for next meeting

- Confirm event is fully prepared
- Support any final logistics
- Rest before event day

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 9, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:30 PM

Meeting Focus: Pre-Event Final Check

Primary Objective: Final pre-event check — all materials, builds, and logistics confirmed.

Action Items for Everyone

- Final build confirmation on event hardware
- Confirm all materials are packed and ready
- Set event-day schedule

Brian Mesa

Hours worked since last meeting: 1

Completed

- Final build test on lab hardware — all good
- All event materials packed and ready
- Event-day schedule confirmed: arrive 5:30 PM, event 6:00-9:00 PM

Planned for next meeting

- Event day: lead technical setup and hotfix station
- Run tournament bracket management
- Document any immediate build changes made during event

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- All observation materials ready
- Sprint records current
- Ready for event

Planned for next meeting

- Event day: Bug Observer and Reaction Observer roles
- Capture all participant interactions on observation sheets
- Post-event: compile bug list and new Issues

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- All visual materials ready
- Physics variant builds labeled and organized
- Ready for event

Planned for next meeting

- Event day: physics tuning and visual QA observation
- Deploy physics variants between tournament rounds
- Document participant reactions per variant

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 10, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: Post-Event Debrief

Meeting Focus: Live Testing Event Debrief

Primary Objective: Debrief from the Live Testing Event and compile all observations.

Action Items for Everyone

- Compile all observation sheets
- Log new bugs to GitHub
- Document physics variant feedback
- Identify hotfixes from event

Brian Mesa

Hours worked since last meeting: 3

Completed

- Live Testing Event ran successfully — 14 attendees
- 2 hotfix builds deployed during event (v0.9.2, v0.9.3)
- Tournament completed — community engagement strong

Planned for next meeting

- Log all event bugs to GitHub
- Implement remaining priority fixes from event feedback
- Write event summary for documentation

Hurdles

- Several edge-case bugs identified — need triage session Monday

Louis Flores

Hours worked since last meeting: 3

Completed

- 6 observation sheets completed during event
- 14 distinct interaction observations captured
- Post-event: compiled all observations into summary document

Planned for next meeting

- Log all observations to GitHub Issues
- Write event results section for wishlist document
- Update testing section of main documentation with event data

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 3

Completed

- Physics variant feedback compiled — Variant B (lighter gravity) most popular
- Visual feedback overwhelmingly positive
- Event visual display worked excellently

Planned for next meeting

- Document physics variant results in wishlist document
- Log UI observations from event to GitHub
- Support post-event documentation

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 13, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Post-Event Bug Triage

Primary Objective: Triage all new bugs identified at the Live Testing Event.

Action Items for Everyone

- Review event observation summaries
- Log and categorize new Issues
- Assign fix priorities

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Logged 6 new GitHub Issues from event observations
- Triage complete — 2 Medium, 4 Low severity
- Began fix for highest-priority new issue

Planned for next meeting

- Implement fixes for 2 Medium issues this week
- Tag v0.9.4 with event hotfixes merged
- Write event summary for submission package

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Updated all documentation with event data
- Testing section updated with event observations and results
- Sprint records current

Planned for next meeting

- Finalize documentation update with event data
- Write post-event testing summary
- Confirm documentation package is fully up to date

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Physics variant results added to wishlist document
- UI observations logged to GitHub
- Reviewed event feedback for visual improvement ideas

Planned for next meeting

- Support bug fix testing this week
- Update wishlist with physics tuning results
- Begin thinking about end-of-semester reflection

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 14, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Post-Event Fixes

Primary Objective: Implement and test fixes for Medium-severity event bugs.

Action Items for Everyone

- Brian implements fixes
- Fabienne tests

- Louis documents

Brian Mesa

Hours worked since last meeting: 2

Completed

- Fixed Event-Bug-1: input overlap during respawn — added input cooldown extension
- Fixed Event-Bug-2: score display misaligned on wide screens — added anchor correction
- Both fixes tested and confirmed

Planned for next meeting

- Tag v0.9.4 with all fixes
- QA on all event and existing fixes together
- Confirm build stability

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- Reviewed fixes
- Updated changelog
- Sprint records current

Planned for next meeting

- Continue sprint records
- Final documentation review this week
- Confirm all deliverables accounted for

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1.5

Completed

- Tested both event bug fixes — both confirmed
- Visual QA on v0.9.4 — all effects good
- Updated wishlist physics variant section with final data

Planned for next meeting

- Sign off on v0.9.4
- Final wishlist document review
- Support end-of-project activities

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 15, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: v0.9.4 QA and Stable Build Confirmation

Primary Objective: Confirm v0.9.4 as stable final build.

Action Items for Everyone

- Full QA pass on v0.9.4
- All team members sign off
- Declare final stable build

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Full QA pass — 5 matches, zero critical bugs
- All previous Issues confirmed resolved
- v0.9.4 declared final stable build

Planned for next meeting

- Prepare final delivery package update
- Write final build notes
- Prepare end-of-semester retrospective

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- QA pass confirmed — all fixes hold
- Documentation fully updated with v0.9.4 changes
- All sprint records current through today

Planned for next meeting

- Final documentation package assembly

111

- Write end-of-semester notes
- Confirm all submission materials complete

Hurdles

- No blockers

Fabienne Olibrice**Hours worked since last meeting:** 1**Completed**

- QA pass — visual quality excellent in v0.9.4
- Signed off on v0.9.4 as final build
- Updated wishlist with confirmed final physics parameters

Planned for next meeting

- Support final delivery package
- End-of-semester reflection preparation
- Final GitHub audit

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 16, 2026**Attendees:** Brian Mesa, Louis Flores, Fabienne Olibrice**Time:** TBD**Meeting Focus:** Presentation Preparation**Primary Objective:** Divide and finalize all responsibilities needed for the capstone presentation.**Action Items for Everyone**

- Review current build state and confirm demo-ready
- Assign presentation sections
- Schedule dry run

Brian Mesa**Hours worked since last meeting:** 2**Completed**

- Reviewed current game build — demo-ready confirmed
- Assigned presentation sections to all members
- Began preparing technical implementation section

Planned for next meeting

- Complete assigned presentation section
- Ensure full game flow is demo-ready: menu → gameplay → scoring → reset
- Schedule dry run for April 17 or 18

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Reviewed documentation for presentation content
- Confirmed ZIP submission documentation finalized
- Prepared process and documentation presentation section outline

Planned for next meeting

- Complete assigned presentation section
- Confirm all ZIP submission documentation accounted for
- Lead or support live game demo portion

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Reviewed current build and confirmed visual quality presentation-ready
- Began preparing visual design section of presentation
- Assisted with slide deck structure review

Planned for next meeting

- Complete assigned presentation section
- Assist with overall presentation flow review
- Participate in team dry run session

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 17, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:30 PM

Meeting Focus: Presentation Dry Run

Primary Objective: Run full presentation dry run and finalize all materials.

Action Items for Everyone

- Each member presents their section
- Time total — target under 15 minutes
- Provide mutual feedback

Brian Mesa

Hours worked since last meeting: 2

Completed

- Presented technical section — 5 minutes, clean
- Live demo ran flawlessly in dry run
- Team feedback: excellent pacing

Planned for next meeting

- Minor slide polish based on feedback
- Confirm presentation hardware day-of
- Final confidence check

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Presented documentation and process section — 4 minutes
- Sprint history and agile process well received
- Added 2 specific examples per team feedback

Planned for next meeting

- Final slide updates
- Confirm presentation role
- Sprint records current through today

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Presented visual design section — 3 minutes

- Neon aesthetic showcase visuals well received
- Team positive on overall presentation flow

Planned for next meeting

- Minor slide touch-ups
- Confirm presentation visual setup
- Ready for final delivery

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 20, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:30 PM

Meeting Focus: Final Submission Week Kickoff

Primary Objective: Confirm all materials for final submission and plan last activities.

Action Items for Everyone

- Review final submission checklist
- Confirm all deliverables
- Plan final 8 days through April 28

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- Final submission checklist reviewed — all items confirmed
- v0.9.4 confirmed as final submission build
- Plan for remaining days confirmed with team

Planned for next meeting

- Final build packaging
- Support any last documentation needs
- Confirm presentation date and requirements

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- All documentation reviewed for final submission
- Sprint records current through today
- Final submission checklist reviewed — all complete

Planned for next meeting

- Maintain records through April 28
- Final documentation package submission
- Support any last requests

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- All visual assets confirmed in final build
- GitHub confirmed clean — no hanging branches
- Final submission plan reviewed

Planned for next meeting

- Support final packaging
- Final testing confirmation
- Prepare for project closeout

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 21, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Documentation Final Package

Primary Objective: Assemble and confirm the complete final documentation package.

Action Items for Everyone

- Compile all documents into final package
- Verify completeness against course requirements
- Prepare for final submission

Brian Mesa

Hours worked since last meeting: 1

Completed

- Reviewed documentation package
- Confirmed all technical content accurate
- Final build notes written

Planned for next meeting

- Support documentation submission
- Final code comment review
- Confirm repository is clean for submission

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 2

Completed

- Final documentation package assembled
- All three documents reviewed and confirmed complete
- Version history updated in all documents

Planned for next meeting

- Submit final documentation package
- Confirm receipt
- Sprint records through April 28 commitment maintained

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Reviewed final package for visual assets inclusion
- Confirmed all figures and screenshots included
- Supported final submission prep

Planned for next meeting

- Confirm submission
- Final GitHub audit
- Celebrate nearing the finish line

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 22, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 6:00 PM – 6:15 PM

Meeting Focus: Repository Cleanup

Primary Objective: Clean up the GitHub repository for final submission.

Action Items for Everyone

- Review all branches
- Close resolved Issues
- Confirm main branch is clean

Brian Mesa

Hours worked since last meeting: 1.5

Completed

- All feature branches reviewed — merged or closed
- All resolved Issues closed with resolution notes
- README updated with final project description and team

Planned for next meeting

- Final repository confirmation tomorrow
- Tag final release in GitHub
- Repository ready for submission

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- Reviewed repository documentation
- Confirmed all sprint documents committed
- Sprint records current

Planned for next meeting

- Final records through April 28
- Support repository finalization
- Project approaching clean completion

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Final visual asset audit in repository
- Confirmed all media files correctly organized
- Supported repository cleanup

Planned for next meeting

- Confirm final tag
- Support close-out activities
- Reflect on semester work

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 23, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:30 PM

Meeting Focus: Final GitHub Tag

Primary Objective: Tag the final project release in GitHub.

Action Items for Everyone

- Tag v1.0.0 final release
- Confirm release notes complete
- Repository finalized

Brian Mesa

Hours worked since last meeting: 1

Completed

- v1.0.0 tagged in GitHub with full release notes
- Repository confirmed clean and organized
- Final build delivery package complete

Planned for next meeting

- Support any last-minute course requirements

- Final retrospective prep
- Prepare end-of-semester team acknowledgment

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1

Completed

- Reviewed v1.0.0 tag and release notes
- Sprint records current — two more sessions remaining
- Final documentation submission confirmed complete

Planned for next meeting

- April 27 and 28 sprint records — final entries
- Complete daily scrum log document
- Project officially documented through final day

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Confirmed v1.0.0 visual assets all present
- Final review of semester visual contributions
- Supported project closeout

Planned for next meeting

- Support final days activities
- Attend any final team sessions
- Reflect on project journey

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 24, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Pre-Final Sprint Retrospective

Primary Objective: Run pre-final sprint retrospective and capture semester learnings.

Action Items for Everyone

- Reflect on full semester journey
- Capture final retrospective notes
- Acknowledge team contributions

Brian Mesa

Hours worked since last meeting: 1

Completed

- Participated in final retrospective discussion
- Shared reflection on Developer Lead role transition and growth
- Acknowledged team for carrying the project through difficult transition

Planned for next meeting

- April 27-28: final two scrums
- Final end-of-semester submission confirmation
- Be proud of what the team built

Hurdles

- No blockers

Louis Flores

Hours worked since last meeting: 1.5

Completed

- Led retrospective discussion
- Final retrospective document written
- Documented full semester journey from four-member start to three-member finish

Planned for next meeting

- Write April 27 and 28 scrum entries
- Complete full daily scrum log document
- Final submission confirmed

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 1

Completed

- Participated in retrospective
- Shared reflection on visual design contributions and team resilience
- Expressed pride in final product quality

Planned for next meeting

- April 27-28: final two scrums
- Final team closeout
- Celebrate the completion of Neon Strikers

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 27, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:30 PM – 6:00 PM

Meeting Focus: Final Confirmation Day

Primary Objective: Final confirmation that all deliverables are submitted and the project is complete.

Action Items for Everyone

- Confirm all submissions received
- Final sprint record entry
- Team acknowledgment

Brian Mesa

Hours worked since last meeting: 0.5

Completed

- Confirmed all submissions received
- Final build v1.0.0 confirmed in repository
- Team acknowledgment delivered in Discord

Planned for next meeting

- April 28: final scrum entry
- Project complete

Hurdles

- No blockers — project complete

Louis Flores

Hours worked since last meeting: 1

Completed

- Confirmed all documentation submitted
- Second-to-last sprint record written

-
- Full daily scrum log document near completion

Planned for next meeting

- April 28: final scrum entry — full project closure
- Submit daily scrum log as final artifact

Hurdles

- No blockers

Fabienne Olibrice

Hours worked since last meeting: 0.5

Completed

- Confirmed all visual deliverables submitted
- Final team check-in
- Reflected on completed semester

Planned for next meeting

- April 28: attend final team scrum
- Project complete

Hurdles

- No blockers

Daily Scrum Meeting Minutes

Neon Strikers

Date: April 28, 2026

Attendees: Brian Mesa, Louis Flores, Fabienne Olibrice

Time: 5:00 PM – 5:30 PM

Meeting Focus: Project Closure

Primary Objective: Final scrum entry and official project closure for Neon Strikers.

Action Items for Everyone

- Final team scrum
- Confirm project closure
- Acknowledge the full journey

Brian Mesa

Hours worked since last meeting: 0.5

Completed

- Final project review — Neon Strikers is complete
- Reflected on semester: Unity learning, Developer Lead transition, showcase success

-
- Thanked team for resilience and dedication

Planned for next meeting

- Project complete — no further actions required

Hurdles

- None — project officially closed

Louis Flores

Hours worked since last meeting: 1

Completed

- Final sprint record entry written
- Full daily scrum log document complete: January 12 through April 28, 2026
- Submitted complete documentation package as final artifact

Planned for next meeting

- Project complete

Hurdles

- None — project officially closed

Fabienne Olibrice

Hours worked since last meeting: 0.5

Completed

- Participated in final scrum
- Reflected on full project journey from initial concept to shipped product
- Expressed gratitude to teammates for a memorable capstone experience

Planned for next meeting

- Project complete

Hurdles

- None — project officially closed
-

NEON STRIKERS

Scrum

Daily Scrum · Backlog Grooming · Sprint Planning · Sprint Reviews · Sprint Retrospectives

Team: Brian Mesa, Louis Flores, Fabienne Olibrice
(+ Mike Niedz through Sprint 3)
Florida International University — Senior Capstone — Spring 2026

Section 1: Backlog Grooming Meeting Minutes

This section contains the Backlog Grooming Meeting Minutes for all sprints. Grooming sessions were used to create, refine, and prioritize user stories before sprint planning. The original PDF documents are reproduced below.

1.1 Backlog Grooming — Template & Sprint 1

Original PDF — pages 1–6 (cover, template, Sprint 1)

Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Start time: 1:30 PM

End time: 2:30 PM

What Went Wrong?

Did we do a good job estimating our team's velocity?

- We estimated 24 story points but completed only 3 user stories fully. The velocity estimate was optimistic given our limited Unity experience.
- The learning curve for Unity and C# was steeper than anticipated, which significantly impacted our actual velocity.

Did we do a good job estimating the points (time required) for each user story?

- Story point estimates did not adequately account for the time needed to learn Unity fundamentals and C# syntax.
- Technical debt from onboarding (understanding Unity's Scene, Inspector, Hierarchy panels) added significant overhead that wasn't reflected in initial estimates.
- User stories requiring integration of multiple systems (e.g., kick mechanic requiring player movement + ball physics) were underestimated.

Did each team member work as scheduled?

- Yes, all team members logged approximately 2 hours of work and engaged with the Unity 2D Platformer tutorial as planned.
- Team members completed their individual tasks (GitHub review, core game research, initial prototyping) but the collective velocity was lower than planned due to technical hurdles.

Additional Challenges Identified:

- **Unity Learning Curve:** Adjusting to Unity's interface, understanding different panels, and learning how to attach scripts to game objects proved time-consuming.
- **C# Language Familiarity:** Team members are learning C# syntax, semantics, and naming conventions while simultaneously trying to implement game features.
- **Physics System Complexity:** Creating and adjusting colliders, working with Rigidbody2D components, and scaling assets properly required more experimentation than expected.
- **Multiplayer Planning:** Coming up with a plan for local multiplayer that works on FIU's network is still an open question requiring more research.

What Went Right?

- **Successful Team Onboarding:** All team members successfully set up their development environments and can work on the Unity project collaboratively through GitHub.
- **Strong Team Communication:** Team members openly shared their hurdles and learning experiences, which helped identify common challenges.
- **Foundation Work Completed:** Core mechanics like player movement and ball physics are functional, providing a solid foundation for building remaining features.
- **Structured Learning Approach:** Team followed Unity 2D Platformer tutorial systematically, which provided consistent learning experiences across all members.
- **Clear Task Distribution:** User stories were clearly assigned based on team member interests and strengths.
- **Research Completed:** All team members researched core game requirements and have a clear understanding of what needs to be implemented.

How to Address Issues in Next Sprint

How to improve the process?

- **Adjust Velocity Expectations:** Reduce estimated velocity for Sprint 2 to account for ongoing Unity learning. Suggest 16-18 story points instead of 24.
- **Add Learning Time Buffer:** Include explicit time allocations for learning and experimentation in story point estimates, especially for stories involving new Unity systems.
- **Pair Programming Sessions:** Schedule collaborative coding sessions where team members can share knowledge and solve Unity challenges together.
- **Document Solutions:** Create a shared document of Unity tips, C# patterns, and solutions to common problems encountered by the team.
- **Break Down Complex Stories:** Split user stories that involve multiple integrated systems into smaller, more manageable sub-tasks.

How to improve the product?

- **Prioritize Core Mechanics:** Focus Sprint 2 on completing and polishing fundamental gameplay (arena, kick mechanic, basic UI) before tackling networking.
- **Iterative Testing:** Schedule regular playtesting sessions to identify physics and gameplay issues early.
- **Unity Best Practices:** Research and implement Unity coding standards and project organization patterns to avoid technical debt.
- **Multiplayer Prototype:** Dedicate specific time to research networking solutions (Unity Netcode, Mirror, or FishNet) and create a simple connection test before full implementation.
- **Visual Consistency:** Establish neon-themed visual guidelines early to ensure all game assets maintain the intended aesthetic.

Action Items

- **Brian:** Create C# coding standards document based on Unity best practices.
- **Mike:** Document physics system configurations and collider settings for team reference.
- **Louis:** Research Unity networking solutions and create comparison documents for team review.
- **Fabienne:** Research and document Unity UI system implementation patterns.
- **All:** Complete remaining Unity 2D Platformer tutorial modules before next sprint planning.

Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Start time: 1:30 PM

End time: 2:30 PM

What Went Wrong?

Did we do a good job estimating our team's velocity?

- We estimated 24 story points but completed only 3 user stories fully. The velocity estimate was optimistic given our limited Unity experience.
- The learning curve for Unity and C# was steeper than anticipated, which significantly impacted our actual velocity.

Did we do a good job estimating the points (time required) for each user story?

- Story point estimates did not adequately account for the time needed to learn Unity fundamentals and C# syntax.
- Technical debt from onboarding (understanding Unity's Scene, Inspector, Hierarchy panels) added significant overhead that wasn't reflected in initial estimates.
- User stories requiring integration of multiple systems (e.g., kick mechanic requiring player movement + ball physics) were underestimated.

Did each team member work as scheduled?

- Yes, all team members logged approximately 2 hours of work and engaged with the Unity 2D Platformer tutorial as planned.
- Team members completed their individual tasks (GitHub review, core game research, initial prototyping) but the collective velocity was lower than planned due to technical hurdles.

Additional Challenges Identified:

- **Unity Learning Curve:** Adjusting to Unity's interface, understanding different panels, and learning how to attach scripts to game objects proved time-consuming.
- **C# Language Familiarity:** Team members are learning C# syntax, semantics, and naming conventions while simultaneously trying to implement game features.
- **Physics System Complexity:** Creating and adjusting colliders, working with Rigidbody2D components, and scaling assets properly required more experimentation than expected.
- **Multiplayer Planning:** Coming up with a plan for local multiplayer that works on FIU's network is still an open question requiring more research.

What Went Right?

- **Successful Team Onboarding:** All team members successfully set up their development environments and can work on the Unity project collaboratively through GitHub.
- **Strong Team Communication:** Team members openly shared their hurdles and learning experiences, which helped identify common challenges.
- **Foundation Work Completed:** Core mechanics like player movement and ball physics are functional, providing a solid foundation for building remaining features.
- **Structured Learning Approach:** Team followed Unity 2D Platformer tutorial systematically, which provided consistent learning experiences across all members.
- **Clear Task Distribution:** User stories were clearly assigned based on team member interests and strengths.
- **Research Completed:** All team members researched core game requirements and have a clear understanding of what needs to be implemented.

How to Address Issues in Next Sprint

How to improve the process?

- **Adjust Velocity Expectations:** Reduce estimated velocity for Sprint 2 to account for ongoing Unity learning. Suggest 16-18 story points instead of 24.
- **Add Learning Time Buffer:** Include explicit time allocations for learning and experimentation in story point estimates, especially for stories involving new Unity systems.
- **Pair Programming Sessions:** Schedule collaborative coding sessions where team members can share knowledge and solve Unity challenges together.
- **Document Solutions:** Create a shared document of Unity tips, C# patterns, and solutions to common problems encountered by the team.
- **Break Down Complex Stories:** Split user stories that involve multiple integrated systems into smaller, more manageable sub-tasks.

How to improve the product?

- **Prioritize Core Mechanics:** Focus Sprint 2 on completing and polishing fundamental gameplay (arena, kick mechanic, basic UI) before tackling networking.
- **Iterative Testing:** Schedule regular playtesting sessions to identify physics and gameplay issues early.
- **Unity Best Practices:** Research and implement Unity coding standards and project organization patterns to avoid technical debt.
- **Multiplayer Prototype:** Dedicate specific time to research networking solutions (Unity Netcode, Mirror, or FishNet) and create a simple connection test before full implementation.
- **Visual Consistency:** Establish neon-themed visual guidelines early to ensure all game assets maintain the intended aesthetic.

Action Items

- **Brian:** Create C# coding standards document based on Unity best practices.
- **Mike:** Document physics system configurations and collider settings for team reference.
- **Louis:** Research Unity networking solutions and create comparison documents for team review.
- **Fabienne:** Research and document Unity UI system implementation patterns.
- **All:** Complete remaining Unity 2D Platformer tutorial modules before next sprint planning.

1.2 Backlog Grooming — Sprint 2

Original PDF — pages 8–11 (Sprint 2)

What Went Right?

- **Successful Team Onboarding:** All team members successfully set up their development environments and can work on the Unity project collaboratively through GitHub.
- **Strong Team Communication:** Team members openly shared their hurdles and learning experiences, which helped identify common challenges.
- **Foundation Work Completed:** Core mechanics like player movement and ball physics are functional, providing a solid foundation for building remaining features.
- **Structured Learning Approach:** Team followed Unity 2D Platformer tutorial systematically, which provided consistent learning experiences across all members.
- **Clear Task Distribution:** User stories were clearly assigned based on team member interests and strengths.
- **Research Completed:** All team members researched core game requirements and have a clear understanding of what needs to be implemented.

How to Address Issues in Next Sprint

How to improve the process?

- **Adjust Velocity Expectations:** Reduce estimated velocity for Sprint 2 to account for ongoing Unity learning. Suggest 16–18 story points instead of 24.
- **Add Learning Time Buffer:** Include explicit time allocations for learning and experimentation in story point estimates, especially for stories involving new Unity systems.
- **Pair Programming Sessions:** Schedule collaborative coding sessions where team members can share knowledge and solve Unity challenges together.
- **Document Solutions:** Create a shared document of Unity tips, C# patterns, and solutions to common problems encountered by the team.
- **Break Down Complex Stories:** Split user stories that involve multiple integrated systems into smaller, more manageable sub-tasks.

How to improve the product?

- **Prioritize Core Mechanics:** Focus Sprint 2 on completing and polishing fundamental gameplay (arena, kick mechanic, basic UI) before tackling networking.
- **Iterative Testing:** Schedule regular playtesting sessions to identify physics and gameplay issues early.
- **Unity Best Practices:** Research and implement Unity coding standards and project organization patterns to avoid technical debt.
- **Multiplayer Prototype:** Dedicate specific time to research networking solutions (Unity Netcode, Mirror, or FishNet) and create a simple connection test before full implementation.
- **Visual Consistency:** Establish neon-themed visual guidelines early to ensure all game assets maintain the intended aesthetic.

Action Items

- **Brian:** Create C# coding standards document based on Unity best practices.
- **Mike:** Document physics system configurations and collider settings for team reference.
- **Louis:** Research Unity networking solutions and create comparison documents for team review.
- **Fabienne:** Research and document Unity UI system implementation patterns.
- **All:** Complete remaining Unity 2D Platformer tutorial modules before next sprint planning.

Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Start time: 1:30 PM

End time: 2:30 PM

What Went Wrong?

Did we do a good job estimating our team's velocity?

- We estimated 24 story points but completed only 3 user stories fully. The velocity estimate was optimistic given our limited Unity experience.
- The learning curve for Unity and C# was steeper than anticipated, which significantly impacted our actual velocity.

Did we do a good job estimating the points (time required) for each user story?

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Did each team member work as scheduled?

- Yes, all team members logged approximately 2 hours of work and engaged with the Unity 2D Platformer tutorial as planned.
- Team members completed their individual tasks (GitHub review, core game research, initial prototyping) but the collective velocity was lower than planned due to technical hurdles.

Additional Challenges Identified:

- **Unity Learning Curve:** Adjusting to Unity's interface, understanding different panels, and learning how to attach scripts to game objects proved time-consuming.
- **C# Language Familiarity:** Team members are learning C# syntax, semantics, and naming conventions while simultaneously trying to implement game features.
- **Physics System Complexity:** Creating and adjusting colliders, working with Rigidbody2D components, and scaling assets properly required more experimentation than expected.
- **Multiplayer Planning:** Coming up with a plan for local multiplayer that works on FIU's network is still an open question requiring more research.

Section 2: Sprint Planning Meeting Minutes

This section contains the Sprint Planning Meeting Minutes for Sprints 1 through 4. Planning sessions established team velocity, selected user stories from the backlog, and assigned work to team members. Sprint 4 planning reflects the restructured three-member team following Mike Niedz's departure.

2.1 Sprint Planning — Template & Sprint 1

Original PDF — pages 1–5 (cover, template, Sprint 1)

What Went Right?

- **Successful Team Onboarding:** All team members successfully set up their development environments and can work on the Unity project collaboratively through GitHub.
- **Strong Team Communication:** Team members openly shared their hurdles and learning experiences, which helped identify common challenges.
- **Foundation Work Completed:** Core mechanics like player movement and ball physics are functional, providing a solid foundation for building remaining features.
- **Structured Learning Approach:** Team followed Unity 2D Platformer tutorial systematically, which provided consistent learning experiences across all members.
- **Clear Task Distribution:** User stories were clearly assigned based on team member interests and strengths.
- **Research Completed:** All team members researched core game requirements and have a clear understanding of what needs to be implemented.

How to Address Issues in Next Sprint

How to improve the process?

- **Adjust Velocity Expectations:** Reduce estimated velocity for Sprint 2 to account for ongoing Unity learning. Suggest 16-18 story points instead of 24.
- **Add Learning Time Buffer:** Include explicit time allocations for learning and experimentation in story point estimates, especially for stories involving new Unity systems.
- **Pair Programming Sessions:** Schedule collaborative coding sessions where team members can share knowledge and solve Unity challenges together.
- **Document Solutions:** Create a shared document of Unity tips, C# patterns, and solutions to common problems encountered by the team.
- **Break Down Complex Stories:** Split user stories that involve multiple integrated systems into smaller, more manageable sub-tasks.

How to improve the product?

- **Prioritize Core Mechanics:** Focus Sprint 2 on completing and polishing fundamental gameplay (arena, kick mechanic, basic UI) before tackling networking.
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- **Unity Best Practices:** Research and implement Unity coding standards and project organization patterns to avoid technical debt.
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Action Items

- **Brian:** Create C# coding standards document based on Unity best practices.
- **Mike:** Document physics system configurations and collider settings for team reference.
- **Louis:** Research Unity networking solutions and create comparison documents for team review.
- **Fabienne:** Research and document Unity UI system implementation patterns.
- **All:** Complete remaining Unity 2D Platformer tutorial modules before next sprint planning.

Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Start time: 1:30 PM

End time: 2:30 PM

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Additional Challenges Identified:

- **Unity Learning Curve:** Adjusting to Unity's interface, understanding different panels, and learning how to attach scripts to game objects proved time-consuming.
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- **Physics System Complexity:** Creating and adjusting colliders, working with Rigidbody2D components, and scaling assets properly required more experimentation than expected.
- **Multiplayer Planning:** Coming up with a plan for local multiplayer that works on FIU's network is still an open question requiring more research.

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How to Address Issues in Next Sprint

How to improve the process?

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- **Visual Consistency:** Establish neon-themed visual guidelines early to ensure all game assets maintain the intended aesthetic.

Action Items

2.2 Sprint Planning — Sprint 2

Original PDF — pages 7–8 (Sprint 2)

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How to improve the product?

- **Prioritize Core Mechanics:** Focus Sprint 2 on completing and polishing fundamental gameplay (arena, kick mechanic, basic UI) before tackling networking.
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- **Visual Consistency:** Establish neon-themed visual guidelines early to ensure all game assets maintain the intended aesthetic.

Action Items

2.3 Sprint Planning — Sprint 3

Original PDF — pages 10–11 (Sprint 3)

- **Brian:** Create C# coding standards document based on Unity best practices.
- **Mike:** Document physics system configurations and collider settings for team reference.
- **Louis:** Research Unity networking solutions and create comparison documents for team review.
- **Fabienne:** Research and document Unity UI system implementation patterns.
- **All:** Complete remaining Unity 2D Platformer tutorial modules before next sprint planning.

Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Start time: 1:30 PM

End time: 2:30 PM

What Went Wrong?

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Additional Challenges Identified:

- **Unity Learning Curve:** Adjusting to Unity's interface, understanding different panels, and learning how to attach scripts to game objects proved time-consuming.
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- **Physics System Complexity:** Creating and adjusting colliders, working with Rigidbody2D components, and scaling assets properly required more experimentation than expected.
- **Multiplayer Planning:** Coming up with a plan for local multiplayer that works on FIU's network is still an open question requiring more research.

2.4 Sprint Planning — Sprint 4

Original PDF — pages 13–14 (Sprint 4 — three-member team, Mike Niedz departed)

What Went Right?

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How to Address Issues in Next Sprint

How to improve the process?

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How to improve the product?

- **Prioritize Core Mechanics:** Focus Sprint 2 on completing and polishing fundamental gameplay (arena, kick mechanic, basic UI) before tackling networking.
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Action Items

- **Brian:** Create C# coding standards document based on Unity best practices.
- **Mike:** Document physics system configurations and collider settings for team reference.
- **Louis:** Research Unity networking solutions and create comparison documents for team review.
- **Fabienne:** Research and document Unity UI system implementation patterns.
- **All:** Complete remaining Unity 2D Platformer tutorial modules before next sprint planning.

Section 3: Sprint Review Meeting Minutes

This section contains the Sprint Review Meeting Minutes for Sprints 1 through 3. Review sessions evaluated completed user stories, assessed sprint velocity, and identified items to carry forward to the next sprint backlog.

3.1 Sprint Review — Template & Sprint 1

Original PDF — pages 1–5 (cover, template, Sprint 1)

Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

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- **Prioritize Core Mechanics:** Focus Sprint 2 on completing and polishing fundamental gameplay (arena, kick mechanic, basic UI) before tackling networking.
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Action Items

3.2 Sprint Review — Sprint 2

Original PDF — pages 7–8 (Sprint 2)

- **Brian:** Create C# coding standards document based on Unity best practices.
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Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Start time: 1:30 PM

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What Went Wrong?

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3.3 Sprint Review — Sprint 3

Original PDF — pages 10–11 (Sprint 3)

What Went Right?

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Section 4: Sprint Retrospective Meeting Minutes

This section contains the Sprint Retrospective Meeting Minutes for Sprints 1 through 3. Retrospectives evaluated team velocity accuracy, identified what went right and wrong, and produced concrete process improvements for the following sprint.

4.1 Sprint Retrospective — Template & Sprint 1

Original PDF — pages 1–6 (cover, template, Sprint 1)

Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

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4.2 Sprint Retrospective — Sprint 2

Original PDF — pages 8–10 (Sprint 2)

Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Start time: 1:30 PM

End time: 2:30 PM

What Went Wrong?

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- **Research Completed:** All team members researched core game requirements and have a clear understanding of what needs to be implemented.

How to Address Issues in Next Sprint

How to improve the process?

- **Adjust Velocity Expectations:** Reduce estimated velocity for Sprint 2 to account for ongoing Unity learning. Suggest 16-18 story points instead of 24.
- **Add Learning Time Buffer:** Include explicit time allocations for learning and experimentation in story point estimates, especially for stories involving new Unity systems.
- **Pair Programming Sessions:** Schedule collaborative coding sessions where team members can share knowledge and solve Unity challenges together.
- **Document Solutions:** Create a shared document of Unity tips, C# patterns, and solutions to common problems encountered by the team.
- **Break Down Complex Stories:** Split user stories that involve multiple integrated systems into smaller, more manageable sub-tasks.

How to improve the product?

- **Prioritize Core Mechanics:** Focus Sprint 2 on completing and polishing fundamental gameplay (arena, kick mechanic, basic UI) before tackling networking.
- **Iterative Testing:** Schedule regular playtesting sessions to identify physics and gameplay issues early.
- **Unity Best Practices:** Research and implement Unity coding standards and project organization patterns to avoid technical debt.
- **Multiplayer Prototype:** Dedicate specific time to research networking solutions (Unity Netcode, Mirror, or FishNet) and create a simple connection test before full implementation.
- **Visual Consistency:** Establish neon-themed visual guidelines early to ensure all game assets maintain the intended aesthetic.

Action Items

- **Brian:** Create C# coding standards document based on Unity best practices.
- **Mike:** Document physics system configurations and collider settings for team reference.
- **Louis:** Research Unity networking solutions and create comparison documents for team review.
- **Fabienne:** Research and document Unity UI system implementation patterns.
- **All:** Complete remaining Unity 2D Platformer tutorial modules before next sprint planning.

4.3 Sprint Retrospective — Sprint 3

Original PDF — pages 12–14 (Sprint 3)

Sprint Retrospective Meeting Minutes

Neon Strikers - Sprint 1

Attendees: Brian Mesa, Mike Niedz, Louis Flores, Fabienne Olibrice

Start time: 1:30 PM

End time: 2:30 PM

What Went Wrong?

Did we do a good job estimating our team's velocity?

- We estimated 24 story points but completed only 3 user stories fully. The velocity estimate was optimistic given our limited Unity experience.
- The learning curve for Unity and C# was steeper than anticipated, which significantly impacted our actual velocity.

Did we do a good job estimating the points (time required) for each user story?

- Story point estimates did not adequately account for the time needed to learn Unity fundamentals and C# syntax.
- Technical debt from onboarding (understanding Unity's Scene, Inspector, Hierarchy panels) added significant overhead that wasn't reflected in initial estimates.
- User stories requiring integration of multiple systems (e.g., kick mechanic requiring player movement + ball physics) were underestimated.

Did each team member work as scheduled?

- Yes, all team members logged approximately 2 hours of work and engaged with the Unity 2D Platformer tutorial as planned.
- Team members completed their individual tasks (GitHub review, core game research, initial prototyping) but the collective velocity was lower than planned due to technical hurdles.

Additional Challenges Identified:

- **Unity Learning Curve:** Adjusting to Unity's interface, understanding different panels, and learning how to attach scripts to game objects proved time-consuming.
- **C# Language Familiarity:** Team members are learning C# syntax, semantics, and naming conventions while simultaneously trying to implement game features.
- **Physics System Complexity:** Creating and adjusting colliders, working with Rigidbody2D components, and scaling assets properly required more experimentation than expected.
- **Multiplayer Planning:** Coming up with a plan for local multiplayer that works on FIU's network is still an open question requiring more research.

What Went Right?

- **Successful Team Onboarding:** All team members successfully set up their development environments and can work on the Unity project collaboratively through GitHub.
- **Strong Team Communication:** Team members openly shared their hurdles and learning experiences, which helped identify common challenges.
- **Foundation Work Completed:** Core mechanics like player movement and ball physics are functional, providing a solid foundation for building remaining features.
- **Structured Learning Approach:** Team followed Unity 2D Platformer tutorial systematically, which provided consistent learning experiences across all members.
- **Clear Task Distribution:** User stories were clearly assigned based on team member interests and strengths.
- **Research Completed:** All team members researched core game requirements and have a clear understanding of what needs to be implemented.

How to Address Issues in Next Sprint

How to improve the process?

- **Adjust Velocity Expectations:** Reduce estimated velocity for Sprint 2 to account for ongoing Unity learning. Suggest 16-18 story points instead of 24.
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