

Sprint 1

Attendees: Fabio Tinoco, Juan Diaz-Zuluaga, Richard Rodriguez

Start time: < 3:30 pm >

End time: < 4:00 pm >

After discussion, the velocity of the team was estimated to be 10 Story Points

Purpose of the Sprint: The purpose of this sprint is for us to learn and understand the fundamentals of Minecraft mod development. This includes understanding the overall structure of a Forge mod, how they work, and how they are created, as well as understanding the main code from Minecraft itself (Java).

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

- User Story 1 <Understand mod structure>
 - As developers, we want to identify and document the core files and folders of a Forge mod so that future features can be added consistently and correctly.
- User Story 2 <Establish team workflow for mod development>
 - As a team, we want to agree on coding conventions and Git workflow so that collaboration is smooth in future sprints.
- User Story 3 <Understand Mod lifecycle and initialization>
 - As developers, we want to understand when and how a Forge mod is initialized, so we know where future logic should be placed.

The team members indicated their willingness to work on the following user stories.

Since this Sprint is going to be more focused on all of the team members learning and researching information about our user stories to set up a solid foundation for the upcoming Sprints, all of the team members will be working on the same User Stories.

- <Fabio Tinoco>
 - User Story 1 <Understand mod structure>
 - User Story 2 <Establish team workflow for mod development>
 - User Story 3 <Understand Mod lifecycle and initialization>
- Richard Rodriguez
 - User Story 1 <Understand mod structure>
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- Juan Diaz-Zuluaga
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