

Sprint 2

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

Start time: < 9:30 pm >

End time: < 10:00 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 to create initial planning and assets needed to start implementation for the core backend “Out of View” events

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

- User Story 4 <Create implementation plan>
 - Research into how Minecraft chunk and biome generation works and research other similar virus-like mods to create a concrete plan to implement the desired feature.
- User Story 5 <Creation of initial assets>
 - As a team, there should be a group of assets like blocks/mobs to help the implementation of the “Out of View” event implantation.
- User Story 3 <Role & Responsibility Planning (Upcoming Work)>
 - The team began identifying individual strengths and interests to define responsibilities for the coming weeks.

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

This sprint will be focused on learning and researching information about our new user stories to understand key aspects of Minecraft for the future of our project; all of the team members will be working on the same user stories.

User Stories will be ranked in priorities

- <Fabio Tinoco>
 - User Story 4 <Create implementation plan>
 - User Story 5 <Creation of initial assets>
 - User Story 3 <Role & Responsibility Planning (Upcoming Work)>
- Richard Rodriguez
 - User Story 4 <Create implementation plan>
 - User Story 5 <Creation of initial assets>
 - User Story 3 <Role & Responsibility Planning (Upcoming Work)>

- Juan Diaz-Zuluaga
 - User Story 5 <Creation of initial assets>
 - User Story 4 <Create implementation plan>
 - User Story 3 <Role & Responsibility Planning (Upcoming Work)>