

Sprint Planning Meeting Minutes:

Attendees: Joshua Rodrigues, Marcus Ragoobar, Bryan Diaz, Hossam Keddees

Start Time: 8:15 pm

End Time: 8:45 pm

After considering all the user stories we believe it will take 72 hours to complete

The product owner chose the following user stories to be done during the next sprint

- Combine the completed dialogue system and tie it to the overworld system <1>
 - Estimation: 15 hrs
- Finish NPC and layout sprites for the game<2>
 - Estimation: 15 hrs
- Finish making the player data file to store the results the user got<3>
 - Estimation: 15 hrs
- Polish the Notebook UI for gathering insights <4>
 - Estimation: 15 hrs
- Communicate with Project owner for project feedback <5>
 - Estimation: 2 hrs
- Keep creating basic game systems for all of us to work on our individual parts <6>
 - Estimation: 10 hrs

Assigned User Stories: All members are assigned User Story 6: Keep creating basic game systems for all of us to work on our individual part, as well as User Story 5: Communicate with Project owner for project feedback <5>

Joshua Rodrigues - Finish NPC and layout sprites for the game<2>

Marcus Ragoobar - Make the player data file<3>

Bryan Diaz - Combine the completed dialogue system and tie it to the overworld system <1>

Hossam Keddees - Polish the Notebook UI for gathering insights <4>