

Sprint Planning Meeting Minutes:

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

Start Time: 8:30 pm

End Time: 9:00 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

- Gameplay polish and bugfixing <1>
 - Estimation: 15 hrs
- Combine different aspects of my team mates work<2>
 - Estimation: 15 hrs
- Polish the player data file to store the results the user got and displaying it to the user<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
- Polish aspects of the game <6>
 - Estimation: 10 hrs

Assigned User Stories: All members are assigned User Story 6: Polish aspects of the game, as well as User Story 5: Communicate with Project owner for project feedback <5>

Joshua Rodrigues - Combine different aspects of my team mates work<2>

Marcus Ragoobar - Polish the player data file to store the results the user got and displaying it to the user<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>