

Daily Standup – 9/26

Attendees: Ana Maria Martinez, Angel Duarte, Jaqueline Lizeth Lopez, Jennifer Mesa, Julian Novak

Start time: 7:00 PM

End time: 10:00PM

All attendees worked for 3 hours

Meeting Summary

The team shifted from ideation into early development. Members presented progress from their first week, refined goals, and began integrating their individual contributions into a shared foundation.

Ana Maria Martinez:

- Since the last scrum: Continued to refine user flows into finalized wireframes for the tutorial stage.
- Before next scrum: Continue refining user flows into finalized wireframes for the tutorial stage.
- Current hurdle: Determining the best order to introduce Python concepts so players don't feel overwhelmed.

Angel Duarte:

- Since the last scrum: Continued to connect backend endpoints with placeholder front-end screens.
- Before next scrum: Continue connecting backend endpoints with placeholder front-end screens.
- Current hurdle: Handling save/load states smoothly across multiple sessions.

Jaqueline Lizeth Lopez:

- Since the last scrum: Still in the process of expanding mockups into interactive prototypes to test navigation flow.
- Before next scrum: Finish expanding mockups into interactive prototypes to test navigation flow.
- Current hurdle: Choosing the right balance between fun visuals and clarity for learning.

Jennifer Mesa:

- Since the last scrum: Continue to draft functional requirements for gameplay and learning goals.
- Before next scrum: Continue drafting functional requirements for gameplay and learning goals.
- Current hurdle: Keeping the documentation adaptable as designs evolve quickly.

Julian Novak:

- Since the last scrum: Continue with early usability tests on mockups with focus on navigation clarity.
- Before next scrum: Continue early usability tests on mockups.
- Current hurdle: Lack of testable prototype limits ability to run meaningful tests.