

Daily Standup – 9/27

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

Start time: 1:00 PM

End time: 4:00PM

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: Finalized the wireframes, showing the group for feedback.
- Before next scrum: Finish the wireframes based on the group's feedback, while adding more aspects.
- Current hurdle: Determining the best order to introduce Python concepts so players don't feel overwhelmed.

Angel Duarte:

- Since the last scrum: Worked on connecting the backend endpoints with placeholder front end screens
- Before next scrum: Finalize and debug the backend endpoints with placeholder front-end screens.
- Current hurdle: Handling save/load states smoothly across multiple sessions.

Jaqueline Lizeth Lopez:

- Since the last scrum: Finished the expanding mockups into interactive prototypes
- Before next scrum: Work on testing the mockups test and navigation flow.
- Current hurdle: Choosing the right balance between fun visuals and clarity for learning.

Jennifer Mesa:

- Since the last scrum: Finalizing the draft for the functional requirements for the gameplay/learning goals
- Before next scrum: Confirm with the team to verify the requirements and add improvements as needed.
- Current hurdle: Keeping the documentation adaptable as designs evolve quickly.

Julian Novak:

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