

Daily Standup – 10/3

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

Start time: 7:00 PM

End time: 10:00 PM

All attendees worked for 3 hours.

Meeting Summary:

This was the third official standup for the Python game project. The team shared progress on their initial tasks, coordinated responsibilities, and identified blockers that need follow-up before the next sprint planning.

Ana Maria Martinez:

- Since the last scrum: Continued to convert wireframes into clickable prototypes.
- Before next scrum: Finish converting wireframes into clickable prototypes.
- Current hurdle: Needing feedback on the tutorial pacing for younger users.

Angel Duarte:

- Since the last scrum: Finished looking over the backend structure with the prototype interface, and received support from the team.
- Before next scrum: Discuss next steps with the team.

- Current hurdle: Handling multiple save states for different players on the same device.

Jaqueline Lizeth Lopez:

- Since the last scrum: Finished integrating the mockups into the prototype.
- Before next scrum: Discuss next steps with the team.
- Current hurdle: Balancing fun design elements with accessibility standards.

Jennifer Mesa:

- Since the last scrum: Finished preparing the software architecture documentation.
- Before next scrum: Discuss next steps with the team.
- Current hurdle: Keeping documentation flexible while design and backend evolve quickly.

Julian Novak:

- Since the last scrum: Finished tests on the prototype.
- Before next scrum: Discuss next steps with the team.
- Current hurdle: Lack of finalized prototype limits the breadth of usability testing.