

Daily Standup – 10/11

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

Start time: 6:20 PM

End time: 9:30 PM

All attendees worked for 3 hours10 minutes .

Meeting Summary:

This was the sixth official standup for the Python game project. The team discussed progress since the previous meeting, reviewed integration between the frontend prototype and backend structure, and coordinated remaining work before the next sprint planning session.

- Ana Maria Martinez:

- Since the last scrum: Finished refining the tutorial, level flow and gathered user feedback.

- Before next scrum: Consult the team on the next step.

- Current hurdle: Waiting on backend connections to complete prototype testing.

- Angel Duarte:

- Since the last scrum: Finished optimizing data handling for players and test autosave.

- Before next scrum: Begin synching the database to player data.

- Current hurdle: Syncing data storage between user accounts and device sessions.

- Jaqueline Lizeth Lopez:

- Since the last scrum: Continued to refine the layout and UI mockups.

- Before next scrum: Continue refining the layout and UI mockups.
- Current hurdle: Ensuring consistent visual feedback across multiple screen resolutions.
- Jennifer Mesa:
 - Since the last scrum: Completed the drafts and documentation.
 - Before next scrum: Ensure documentation and drafts are consistent.
 - Current hurdle: Coordinating consistent terminology across all documentation sections.
- Julian Novak:
 - Since the last scrum: Began fixes on the test results.
 - Before next scrum: Continue implementing fixes on test results.
 - Current hurdle: Limited test sample due to ongoing prototype adjustments.