

Daily Standup – 10/26

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

Start time: 3:00 PM

End time: 6:00 PM

All attendees worked for 3 hours.

Meeting Summary:

The team met to discuss updates on the adventure game's lesson system, bug fixes, and upcoming demo preparation. Focus was placed on refining lesson pacing, enhancing visual cues, and ensuring smoother Pygame transitions for child-friendly gameplay.

Ana Maria Martinez:

Since the last scrum: Continued adding additional sprite poses for player reactions after answering questions

Before next scrum: Continue to add additional sprite poses for player reactions after answering questions

Current hurdle: Some exported sprite layers are misaligned in Pygame scenes.

Angel Duarte:

Since the last scrum: continued revising the data on the lesson with the JSON loader. .

Before next scrum: continue to revise the data on the lesson with the JSON loader.

Current hurdle: Random lag occurs when loading questions between scenes.

Jaqueline Lizeth Lopez:

Since the last scrum: Finished revising the hint explanations and reviewing the previous 15 finish-the-code questions.

Before next scrum: Consult the team on next steps.

Current hurdle: Balancing difficulty progression across levels is proving challenging.

Jennifer Mesa:

Since the last scrum: Continued updating the README and continued to test the performance across platforms

Before next scrum: Finish testing the performance across platforms

Current hurdle: Scoring results occasionally fail to persist after restarting sessions.

Julian Novak:

Since the last scrum: Continued with the implementation of the sound feedback while testing the data retrieval

Before the next scrum: Finish the implementation of the sound feedback while testing the data retrieval

Current hurdle: Limited sound assets available for integration and testing.