

Daily Standup – 11/07

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

Start time: 6:15 PM

End time: 9:15 PM

All attendees worked for 3 hours.

Meeting Summary:

Team synced on MVP readiness: stable lesson flow, scoring persistence, and polish for the kid-friendly UI. Focus today: finalize hint copy, smooth Pygame transitions, and verify sound hooks.

Ana Maria Martinez:

Since the last scrum: Continued working on a compact style-guide sheet and checked over the UI components.

Before next scrum: Finish work on a compact style-guide sheet.

Current hurdle: Button focus states inconsistent with OS renderers.

Angel Duarte:

Since the last scrum: Reviewed the room transition code and the JSON loader and fixed bug, began checking for frame drops.

Before next scrum: Continue running through levels to check for frame drops in other lessons.

Current hurdle: Occasional frame drops on first lesson load.

Jaqueline Lizeth Lopez:

Since the last scrum: Reviewed the glossary and started adding needed changes .

Before next scrum: Continued reviewing the glossary.

Current hurdle: Need sign-off on hint length vs. screen space.

Jennifer Mesa:

Since the last scrum: Continued reviewing the quick-start test plan.

Before next scrum: Continue to review the quick-start test plan.

Current hurdle: Rare save collision on close during autosave.

Julian Novak:

Since the last scrum: Continued working on the SFX levels with the overlay alignment checks

Before next scrum: Continue to work on the SFX levels with the overlay alignment

checks

Current hurdle: Volume normalization varies by OS mixer.