

Daily Stand-Up – 11/29

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

Start time: 5:30 PM

End time: 8:30 PM

All attendees worked for 3 hours.

Meeting Summary:

This was the 10th official stand-up for the Capstone II Python game project. The team reviewed the current progress, discussed final touch-ups, and organized tasks for the last sprint leading up to submission.

Ana Maria Martinez:

Since the last scrum: Began drafting poster for presentation

Before next scrum: Continue drafting poster for presentation

Current hurdle: Figuring out the layout of the presentation poster

Angel Duarte:

Since the last scrum: Continued to check over the performance testing and resolve bugs.

Before next scrum: Finish checking over the performance testing and resolving bugs

Current hurdle: Occasional sync delay when loading large save files.

Jaqueline Lizeth Lopez:

Since the last scrum: Began drafting up the Document for presentation.

Before next scrum: Continue drafting up the Document for presentation.

Current hurdle: Determining the layout and concepts to cover in the document.

Jennifer Mesa:

Since the last scrum: Checked over the main menu layout and color scheme

Before next scrum: Check over the in-game menu layout and color scheme

Current hurdle: Balancing design contrast while maintaining accessibility standards.

Julian Novak:

Since the last scrum: Work with Jenny to check over the in-game menu layout and color scheme

Before next scrum: Continue working with Jenny to check over the in-game menu layout and color scheme

Current hurdle: Minor delays when multiple block actions occur simultaneously.

