Attendees

1. Aidan Curley

2. Anrich Potgieter

3. David Bouret

4. Lukasz Kosmaczewski

5. Richard Garcia

6. Thien Liu

7. Uzayr Parak

Agenda

1. Discuss the agreed-upon requirements

2. Project Planning Tools

3. Discuss tasks/backlog (Estimation of task time)

4. Discuss Epics (What are the epics for our Toy?)

5. Discuss Versions (Would version 1 be the demo version?)

6. Discuss Sprints (How many sprints, which tasks?)

Notes

Requirements

1. Sounds should be able to be muted from the UI with a single keypress.

    a. Accepted

2. The system should run on L/W/IOS

    a. They were happy with a web based requirement

3. Data must be stored in the most efficient way.

    a. Its not going to measured and must be sensible. Most efficient manner for the task.

4. Languages

    a. English and french is fine

5. User Profile

    a. Accepted

    b. Could we have a guest mode and if they want to create an account they could?

    c. High score, rank

    d. Will parents create user profiles.

    e. We could use Oauth to use Google accounts to authenticate?

6. Persona

    a. Accepted

    b. We have a bear, giraffe and penguin and that is the person that represents them in the game.

7. Multiplayer

    a. Anything more than one player is fine.

    b. Should we develop a turn based game on one device?

    c. The requirements dont state that there needs to be multiple devices.

    d. We need to ask the customer what does multiplayer look like to them?

8. Keyboard

    a. Mouse and keyboard is fine, no touch.

9. Angela mother

    a. Its not measured by user hours per day,

    b. Just engaging UI

10. Jenna is a 5 year old girl

    a. Simple UI and easy to understand intents

The Game

What type of game is this going to be?

- Targeted to children aged 4-7
  - Matching word games?
    - Would a three year old enjoy a word game?

- A screen and a word is produced, balloons fall from the top of the screen to the bottom and the kit needs to click on the letter in the balloon that forms the word. For younger children the balloons are various colours and they need to click on the corresponding falling balloon colours.
    - Python has a module called pyGame that would work for this type of game
    - We could store dictionaries for each age group
    - Our dictionary would contain both the english and french words, we allow the user to select the language when they start the game.
    - <mark>We need to investigate whether pygame could be integrated into a web framework?</mark>
    - We could use flask for login
- You have an animal as a character and the food that the animal eats falls from the sky and the user needs select the food types falling from the sky.
    - Fruit Ninja: You select the apple then you need to slash or select all of the the same types of fruit, if the fruit hits the ground then the users looses points.
    - If you want to make it more challenging you could have the fruits word fall and the user needs to select the word.

In the real world we need to check with the client that the idea for the game is what they had in mind?

Sprints

We build the framework of the game and then focus on integrating the game into the environment

- Customer engagement phases
    - Requirement gathering
- Sprints for developments
- Sprints for testing
- Documentation sprints and handover

We might only be able to run two sprints at most and we should have a plant to look into the feature.

We will need to decide on estimates for each story so that we can

Jira

We need to have a meeting where we decide on the epics and user stories.

We can then decide on our cadence and how often we will have sprints and how much work we will get through.

Epic

One epic could be a login page with self contained stories and once those stories are complete then the epic is complete.

Taks are parts of stories. The ability to create a persona could be an epic.

An epic is the chunk of the requirement.

Tony: Each epic contains multiple user stories, each user story is broken into multiple tasks. The tasks are used to complete the user story. Each of the user stories has an acceptance criteria, then a QA controller will test the acceptance criteria then we can deliver the product to the customer.

Aidan: The development team is responsible for testing.

For the report

Out timeline should include what we plan to do.

We should have value checkins with the customer.

Story

A story should be a small segment, one thing that can be measured when it is done. Stories and epics must be tested.

Github

Anyone in the team could collaborate to a section of code.

We need to setup a Github repo.

Wireframe/Prototype

We can create a few wireframes to give the client an idea of what the main page would look like. We can put this in our

timeline

Gather requirements

Wireframes

Design the backend

Demo Requirements

1.   The system should run on L/W/IOS

2.   Data must be stored in the most efficient way.

3.   Additional languages

4.   User profile

5.   Player can create persona

Report

Find some references that support the requirement gathering process

Team Name Ideas

●   Something Fruity

Game Development Frameworks

●   Space Shooter [GDevelop wiki]

Action Items

●   Setup Github repository

●   Translate the requirements to GERKIN

●   Create wireframe for the user interface

- Everyone needs to look for references and leave comments section of the report so Tony and Rich can pick it up and make changes.

- Setup a meeting to establish the epics and user stories.

- Make sure everyone has access to Jira.

- Notify the client that we have accepted the requirements and they can expect initial designs for the interfaces.

Next Meeting Agenda

- Jira planning