

## Sprint 3 Review

**Product Name: LifeTracker RPG**

**Team Name: Three n'a Half Asians**

**Date: 11/17/2019**

**Actions to Stop Doing:** Stopping communication due to busy schedules

**Actions to Start Doing:** More frequent check-ins with each group member to make sure everyone's on task

**Actions to Keep Doing:** Meeting up to code as a group

### Work Completed:

During this sprint we completed parts of each user story planned for sprint 3.

Although we did not finish entire user stories there are some aspects we can say are completed:

- (8) Determine a schema relation to store data
  - I.e. what information do we track maps wise
- (4) A general overview of our gameplay elements
- (4) As a player, I want to be able to draw quests on the map, and do quests.
- (4) Some small progress on UI

### Work Not Completed:

Unfortunately we did not complete any entire user stories, with this next sprint being our last we are going to have to cut down our scope and not all user stories will make it to the next sprint:

- Have the maps activity interact with the firebase databases
- Add quest completion and experience given upon completing a trail
- Have data(experience, trails done) associated with each user

### Work completion rate:

- **User Stories: 20**
- **Hours: 10**
- **Day: 10**

Sprint 2 Work Completion:

- User stories: 26
- Hours: 12
- Days: 10

Sprint 1 Work Completion:

- User Stories: 21
- Hours: 8
- Days: 10

Average Work Completion:

- ❖ User Stories: 23.5
- ❖ Hours: 10
- ❖ Days: 10

Sprint 3 Burnup Chart

