Sprint 2 Report
Product Name: LifeTracker RPG
Team Name: Three n'a Half Asians
Date: 11/3/2019

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:
- Using poly lines alongside Google Maps directions (Two dropped pins, API connects them) to create a trail
- Figure out how to register users and set up some framework using Firebase.
- Created a local broadcast receiver and listener on location thread to interact with maps activity.
- Can show user on map, and track their location on the map
- View Model is set up to interact with the UI of classes.

Work Not Completed:
- Expand upon the game design aspect of the game/application.
- Continue to look up assets that we can use for this project.
- Draw a polyline trail based on the information given by the location listener.

Work completion rate:
- **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 2 Burnup Chart