

Sprint 4 Report
Drawify Team
3/14/2023

Actions to stop doing:

Working individually and not aware of what other people are doing.

Actions to start doing:

Have more planning before starting the development.

Actions to keep doing:

Making realistic goals that we can achieve. Making sure individual modules can work together.

Works completed:

As a player I want to be able to play the game on an online platform (8):

- Connect lobby creation module to server
- Connect whiteboard module to server
- Connect chatbox module to server
- Connect UI display elements to server

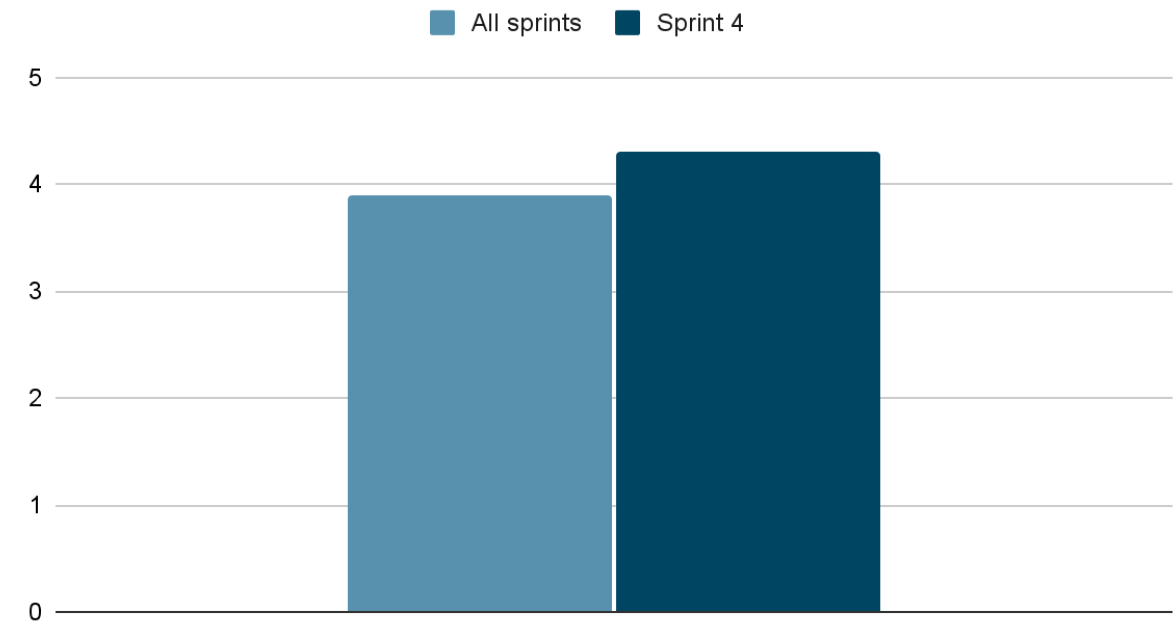
Work completion rate:

User stories completed: 1

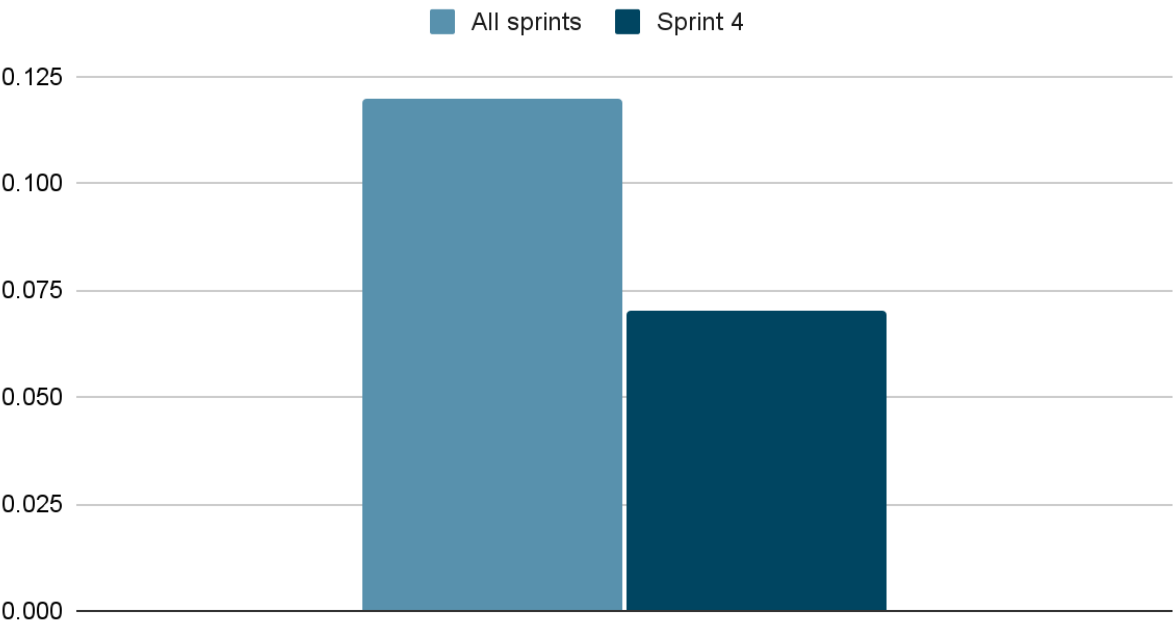
Work hours completed: 60 hours

Total number of days: 14

work hours / day



user story / day



Burn-up chart

