Sprint 1 Report

C# Game Engine

Sharp Slugs

October 21, 2018

Actions to Stop Doing

The team is currently satisfied with our progress. We’ve met regularly each week, completed most of our plans for the sprint, accounting for the fact that one member left.

Actions to Start Doing

The team should schedule more group work sessions and allocate more time to work on the project, to improve productivity. The team should also more accurately estimate work tasks, as a few were inaccurately valued at the start of the sprint.

Actions to Keep Doing

The team should continue with the current format of the scrum meetings, as they’ve been relatively compact and useful in keeping us on track with the project.

Work completed

As a programmer I want to learn C# so I can create this project.

Work not completed

As a game designer I want a graphics library so that I can have external assets appear on

screen.

As a game designer I want a main “game” class so that I can have a foundation to create

my game.

Work Completion Rate

1 user story was completed in this sprint.