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Mrs. Krabs
2/5/15

Sprint 1 Report

Actions to stop doing:
Nothing to stop doing. Our first Sprint was highly productive and on track. Teams were focused, on task, and highly motivated.

Actions to start doing:
If anything we could benefit from more group work time. While partners are working together frequently, the central focus is hard to maintain with just a few short scrum meetings a week.

Actions to keep doing:
Separating everyone into pairs proved to be extremely effective. It allowed everyone to focus on a specific aspect of the game (art, design, or programming), as well as pair our members who were more familiar with Unity with those less experienced. This helped make everyone familiar with the engine very quickly.

Work completed:
- As a player, I want play a game with awesome art and graphics, so that the game is exciting, fun, and great to look at.
- As a developer, I want the graphics of the game to be simple and clean, yet exciting, so that the game can focus on smooth gameplay.
- As a Product Owner, I want 3D graphics so that players can move around freely in a 3D arena style combat game environment.
- As a player, I want to be able to move around easily and be able to fight in game so I can have fun with friends.
- As a developer, I want good moving mechanics so the player can learn while they are playing.
- As a Product Owner, I want a fun game so that the players can have fun moving around and fighting their friends.
- As a programmer, I want a testing level on which I can properly test physics and obstacles the player may encounter.
- As a player, I want levels to be created with tact so that they work well with my movement ability.
- As an artist, I want a level modeled in the Game Engine so that I can experiment with textures and such.

Work Not Completed:
(NONE)

Work completion rate:
<u>User Stories Completed:</u> 9/9
<u>Total ideal work hours:</u> 22/20
<u>Total days:</u> 16