**Sprint 1 Report**

Krab Klashers

Ms. Krabs

2/4/15

**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 to be able to move and jump around a 3D environment, so that I can traverse the levels.
* As a Product Owner, I want a 3D modeled/textured character, so that players can enjoy vivid 3D graphics as opposed to flat 2D graphics
* As a Product Owner, I want a 1st Person point of view, so players can experience the game in a more engaging way and really feel like a krab.
* As a developer I want animations for moving and attacking, so that the game and character is dynamic and given some life.
* As a developer, I want to create a solid first level, with texture, objects, and lighting, so that players can play in it and engage in combat

**Work Not Completed:**

**(NONE)**

**Work completion rate:**

User Stories Completed: 5/5

Total ideal work hours: 22/20

Total days: 16