**Sprint 2 Report**

Krab Klashers

Ms. Krabs

3/20/15

**Actions to stop doing:**

We were working in separate groups with specific roles and realized that more people needed to focus on certain aspects of the project. The programming became the most difficult and work-heavy task. Because of this we should stop being so specialized.

**Actions to start doing:**

Be willing to branch out into other tasks so that we can get more done and put focus where it is needed.

**Actions to keep doing:**

The team meetings proved to be an effective way to keep everyone on track and focused on their current work. Although we realized the necessity of branching into different aspects of the project, the pair grouping still helped people work more efficiently so we should continue paired applications

**Work completed:**

* As a player, I want multiplayer, so that I can play with friends, engage in dynamic gameplay, and play competitively.
* As a player, I want basic attacking so that I can defeat other players and win the match.
* As a Product Owner, I want a dash attack, so players can engage in a new combat mechanic that adds dynamic to the combat and gameplay.
* As a developer, I want respawn points, so players can spawn in various areas around the level, and continue playing after they die
* As a Product Owner, I want a 2nd level, so players can be entertained with a different environment to fight in and enjoy other level types.

**Work Not Completed:**

* As a developer, I want particle effects for the Krab so that the character can be aesthetically pleasing and graphically impressive.
* As a developer, I want a death animation, so players are indicated of another players death as opposed to just having the player disappear.
* As a player, I want to play on a game controller, so that I have another option of playing the game if I am not attune to using a mouse and keyboard.

**Work completion rate:**

User Stories Completed: 5/8

Total ideal work hours: 18/25

Total days: 15

For this Sprint (Sprint 2):

Average User Stories/Day = .5

Average ideal work hours/day = 2.5

Sprint 1:

Average User Stories/Day = .6

Average ideal work hours/day = 1.5