**Sprint 3 Report**

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Ms. Krabs

3/9/15

**Actions to stop doing:**

Many times, we got into the habit of working on a task that was not listed and detracted a bit from necessary and fundamental tasks that were of higher priority.

**Actions to start doing:**

Keep to the scrum board and ensure we work on priority work first and then work on tasks that we deem as extra.

**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. Also, we did a great job of learning Unity and figuring out the odds and ends.

**Work completed:**

* As a developer, I want parrying, so dashing combat is balanced and allows for player deflection and not instant death.
* As a Product Owner, I want a 3rd level, so that players can engaged in a new environment and can give the game more replay value.
* As a developer, I want respawning to be refined and finalized, so that the gameplay is balanced and so characters are spawned in appropriate areas of the level.
* As a developer, I want my game numbers to be refined, so that the game functions as desired, has smooth gameplay, and is neither too easy nor too hard.
* As a Product Owner, I want the game to feature a cool, clean, and intuitive menu, so players can pick-up and play quickly, set their name, color, and create/join levels/rooms.
* As a developer, I want to create a title screen, so players are given an idea of what the game is about, and aesthetically draws their attention.
* As a developer, I want level refining, so that the levels are smooth and non-glitchy, allowing players to enjoy the levels without any problems.
* As a developer, I want the art to be refined, so that the game looks polished and professional for players to enjoy without being turned off aesthetically.
* As a developer, I want sound to be polished, so that the game engages and immerses players in the game with appropriate sounds of combat and interaction.

**Work Not Completed:**

**NONE**

**Work completion rate:**

User Stories Completed: 9/9

Total ideal work hours: 25/25

Total days: 15

For this Sprint (Sprint 3):

Average User Stories/Day = .5

Average ideal work hours/day = 3

Sprint 3:

Average User Stories/Day = .6

Average ideal work hours/day = 1.5