

# Walls and Holes Sprint 3 Report

Product name: Walls and Holes

Team name: 3D Map Tool Team

[Planned] Release Date: 3/11/18

Version 0.3, revised 3/11/18

## Actions to Stop Doing:

1. None.

## Actions to Start Doing:

1. Writing unit tests.

## Actions to Keep Doing:

1. Having regularly-timed SCRUM meetings.
2. Documenting code.
3. Finishing stories before adding new ones.

## Work Completed:

1. As a level designer, I want the mesh and its materials to be exported.
2. As a user, I want there to be no redundancies in the mesh.
3. As a user, I need a user manual and examples so that I can quickly figure out the software.
4. As a user, I should be able to install the program with an installer.
5. As a user, I want my list of tile materials to be save-and-loadable.
6. As a user, I want to be able to undo and redo actions.
7. As a level designer, I want the mesh-generation process to connect diagonal lines.
8. As a user, I want to be able to use hotkeys.
9. As a user, I expect the toolbar to consist of icons instead of words.
10. As a level designer, I want to be able to assign a material to a tile's top and sides separately.
11. As a user, I want to be able to select and modify many tiles at a time.
12. As a user, I expect my program settings to persist between usages.
13. As a user, I want the MapView to look and behave well.
14. As a user, I want to be able to open program-related files directly and have them either start an instance of WAH or use the existing one.
15. As a user, I want to have a mesh view camera that matches the map view.

### Work Completion Rate:

Over the course of this sprint:

**15 user stories** were completed,

**96 estimated work hours** completed,

Over the course of **16 days**,

**0.94 user stories/day**,

**6.4 work hours/day**

### Burn-up Chart:

