

Walls and Holes Sprint 2 Report

Product name: Walls and Holes
Team name: 3D Map Tool Team
[Planned] Release Date: 3/9/18
Version 0.2, revised 2/19/18

Actions to Stop Doing:

1. None

Actions to Start Doing:

1. Make unit test.
2. Make each ones' responsibility clear at start of sprint

Actions to Keep Doing:

1. Keep documenting code
2. Keep contact on discord

Work Completed:

1. As a user, I want the program to export TileTemplate definition files and map files separately.
2. As a user, I should be able to use several different TileTemplate sets with a single map.
3. As a level designer, I should be able to see different views of the tile map to better understand what the output will be.
4. As a map maker, I want to edit the map with various convenient tools.
5. As a level designer, I should be able to preview the changes my tool is about to make.
6. As a user I should be able to see and edit the list of TileTemplate I want to use.
7. As a level designer, I want to be able to create and edit the list of TileTemplates I want to use.
8. As a user I want to be able to see and edit tile properties.
9. As a level designer I should be able to define map presets.

Work Completion Rate:

Over the course of this sprint:

9 user stories were completed,

79 estimated work hours completed,

Over the course of 16 **days**,

0.56 user stories/day,

4.94 ideal work hours/day

Burn-up Chart:

