Walls and Holes Sprint 1 Report

Product name: Walls and Holes
Team name: 3D Map Tool Team
[Planned] Release Date: 3/9/18
Version 0.1, revised 2/2/18

Actions to Stop Doing:
1. Merging unpolished/temporary test code.
2. Adding tasks to stories during a sprint.

Actions to Start Doing:
1. Make a comprehensive list of tasks at the start of the sprint.
2. Write clear acceptance conditions for user stories.
3. Implement unit tests as we write functions.
4. Write detailed documentation with Doxygen.

Actions to Keep Doing:
1. Have consistent long form meetings on Saturday.
2. Communicate actively on Discord.

Work Completed:
1. As a level designer, I want to be able to assign cells of a grid to different tile presets.
2. As a map maker I want to turn the 2D map into a 3D map.
3. As a 3D modeler I want to be able to export a 3D map.
4. As a level designer I want to be able to see the 3D view of a map.
5. As a user I should be able to save and load a tile map.

(All stories for the sprint are completed)

Work Completion Rate:
Over the course of this sprint:
5 user stories were completed,
60 estimated work hours completed,
Over the course of **14 days**,
3.6 user stories/day,
4.6 ideal work hours/day

Burn-up Chart: