

Sprint 3

Team Name: Irregular Innovations

Hassan Al Lawati: Scrum-18: berry_bush.blend, flower.blend, grass.blend, mushroom1.blend, mushroom2.blend, rock1.blend, rock2.blend, rock3.blend, tree_stump1.blend, tree1.blend, tree2.blend, tree3.blend, wood_log1.blend

Chris Maude: Scrum-6: GameDataModel.cs, SCRUM-32: Value.cs, Utilities.cs, EntityStat.cs - Most of my work was administrative. I have been putting together sprints and doing sprint planning, doing paperwork, and managing executive decisions. In addition, the classes that I work on typically have a lot of technical knowledge needed. Also, Hassan happened to have a lot of things committed this sprint, so that skewed our average. This applies to everyone who is below the average.

Jason Morales: Scrum-29: StarterAssetsInput.cs Scrum-49: Menu.unity Scrum-50: ControlMenuPresenter.cs, OptionsMenu.uss, OptionsMenu.uxml, OptionsMenuPresenter.cs, PauseMenuManager.cs

Hoanh Nguyen: Scrum-52: PortalController.cs, ThirdPersonController.cs Scrum-17: Profile.cs, PlayerProfileHolder.cs, ThirdPersonController.cs - Not all code contributions reflect all work done. Additional back-end work that does not show up here was done on the server end. Data type serialization planning is not fully reflected in code contributions.

Faizan Zafar: Scrum-6: Model.cs, RealmController.cs Scrum-20: RealmController.cs, MenuController.cs, PlayerController.cs, GameController.cs - As the database admin and manager, not all work done is shown here. The connection to MongoDB and Realms along with DB management is not fully reflected in code contributions.