

Sprint 3 Report

Product Name: Callout Demon

Date: 5/23/24

Actions to stop doing:

1. Not working on assigned tasks and/or leaving meetings without full understanding of task assigned.

Actions to start doing:

1. Commit code to the feature branch even if not completely done.
2. Let people know in our group chat when you start a new task.

Actions to keep doing:

1. The team should keep asking questions/clarifications in discord whenever needed.
2. The team should keep making branches and pull requests, so they do not mess up the work of others.
3. Using the same style guide while writing code.

Work Completed:

User Story 1:

As a user practicing callouts, I want the option to be able to guess callouts using voice commands instead of clicking the map, so it is more like when playing the game.

User Story 2:

As a user practicing callouts, I want another option to see an image/video of a player location under the map, so that I can guess the callout location.

User Story 3:

As a user, I want to be able to practice callouts on a website.

Work Not Completed:

User Story 4:

“As a user playing valorant, I want a hotkey so I can bring the application in and out of focus, so that I can quickly get the overlay off my screen when It is in the way”. Making an overlay was much harder than initially expected, so we could not complete this User story.

Work Completion rate:

User Stories Completed: 3

Estimated Ideal Work Hours: 16

Total Days: 14

User Stories/day: .21

Ideal Work Hours/day: 1.14

Sprint 3 Burn-up Chart

