Sprint 1 Report:

Recycling Game

3 February 2017

Actions to stop doing:
1. Stop on ideas

Actions to start doing:
1. Start working on code
2. Start implementing ideas

Actions to keep doing:
1. Learning unity
2. Communicating

Work Completed: (story points out of 5)
1. As a developer, I want to understand how to use Unity so I can work on developing the game. (2)
2. As a developer, I want to make sure that all the files in Git Hub are working. (1)
3. As a developing team, we want to create our own git repository to keep track of our progress. (1)
4. As a developer, I want to come up with a game design to expand on the game. (3)
5. As a developer, I want to clean up the original code so it will work more efficiently. (4)

Work not completed:
N/A

Work completion rate:
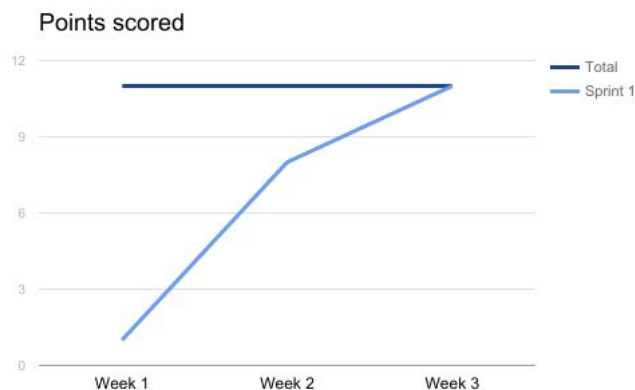
1. Total user stories completed: 5
2. Total user stories not completed: 0
3. Total number of estimated idea work hours completed: 15
4. Total number of days: 21
5. User stories/day: 5/21 (.24)
6. hours/day: 15/21 (0.7)