

## Recycling Game Sprint 2 Report

### Heading:

- Recycling Game
- Team 'We're not Trash'
- 5 November 2016

### Actions to stop doing (What could have gone better this Sprint?):

- Not really penalizing anyone or finding some consistent way to make up for team members who miss meetings.

### Actions to start doing (What could have gone better this Sprint pt. 2):

- Actually finding some way to improve communication for team members who cannot make meetings.

### Actions to keep doing (What went well this Sprint?):

- Meeting Schedule is consistent; the discussion during the meetings are very helpful
- Communication between team members and the PO has improved, so productivity is increasing.

### Work completed/not completed:

- *Completed:*
  - *Design Different Assets for Trash*
  - *Keep game from ending on miss*
  - *Functional Extra 'bins'*
  - *Adjust Timer to 2 minute countdown*
  - *Create multiple 'bins'*
- *Not Completed:*
  - *Main Menu accessible sign-up ui*
  - *Add penalty for incorrect disposal of item*

### Work completion rate:

**5/7 tasks completed. 71% work completion rate.**