

Recycling Game Sprint 1 Report

Heading:

- Recycling Game
- Team 'We're not Trash'
- 20 October 2016

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

-I don't blame us for changing our minds since our ideas weren't fully fleshed out right away, but we need to be more decisive in our plans.

-As Scrum Master, I need to be a little less relaxed on deadlines so the project can progress.

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

-We need to write more code.

-We need to work on the database and recycling education portion of the app.

-Possibly need to collaborate more in our tasks? Pair programming kind of stuff.

-Try to be more responsive when communicating outside of meetings; sometimes critical questions come up outside of meeting times

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

-We have been really good about meeting almost daily. Our communication during the meetings is informative, motivational, and clear.

-We need to keep asking questions when we are unclear about our tasks or the project.

Work completed/not completed:

- *Completed:*
 - Design 'game space'
 - Create object or sprite that can be thrown
 - Add 'bin' that the object can be thrown into
 - Keep count of objects landed in the bin
 - Add timer that counts down
- *Not Completed:*
 - Add multiple 'bins'
 - Create multiple types of projectile
 - Internally track how much of each projectile is tossed into correct basket

Work completion rate:

5% tasks completed. 62.5% work completion rate.