

Recycling Game Sprint 3 Report

Heading:

- **Recycling**
- **Team Name 'We're Not Trash'**
- **22 November 2016**

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

- **Need to better communicate meeting venues & time changes**

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

- **More consistently include absentee team members into meetings via voice calls**

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

- **Tasks were dynamic with changing situation**
- **Team members adapted well to said changes**

Work Completed/Not Completed:

- **Completed:**
 - **Profile Button & Scene Transition from Main Menu**
 - **Restart Option in Pause Menu**
 - **Assign Objects to Correct Bin**
 - **Decrease Accuracy needed to score**
 - **Create Test Build on Android**
 - **Profile Page**
 - **Change Menu to Portrait Orientation**
 - **Multiple Baskets in New Build of Game**
 - **Merging of Menu & Basket Code**
 - **Implement Unit Tests**
 - **Visual milestones for trash pile**
 - **Adding Pause Menu**
 - **Unit Test Docs**
- **Not Completed:**
 - **Fix Tutorial Resolution on Android**
 - **Fix projectile physics on Android**
- **Work Completion Rate:**
 - **13/15 tasks completed. 86.6% Completion Rate.**