**Sprint 1 Report**

**Actions to Stop Doing**

Stop procrastinating tasks until late in the sprint so it is easier to make sure everything gets done.

**Actions to Start Doing**

Start holding group work sessions so that when group members get stuck they can be easily helped.

**Actions to Keep Doing**

Keep holding regular SCRUM meetings in order to keep track of what people are up to..

**Work Completed**

Three of the four user stories were completed during Sprint 1. The user stories were the following:

* As a player I would like my decks and collection to be saved to an account, so it persists across devices.
* As a player I would like to grow my collection over time so that I have a sense of progression.
* As a player I would like the A.I to attack more strategically, so the game is more of a challenge

However the final story is still in progress

* As a Timmy I would like cards that give me overwhelming advantage, even if they are very expensive

Notably the more technically challenging work was completed, but the creation of new content was delayed until the end.

**Work Completion Rate**

Three user stories and eleven tasks were successfully completed over the course of Sprint 1. This nets a total of 48 ideal work hours over over 14 days, 10 of which were weekdays.

Burnup Chart <https://docs.google.com/spreadsheets/d/1eS6qZJcTDJqeWF4qDXPbeGV7LNrZ-tY4XONKRzYGW9Q/edit#gid=0>