**Sprint 2 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.

Identify certain tasks that can be more easily completed and make sure members know how to do them.

**Actions to Keep Doing**

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

**Work Completed**

All five user stories were completed:

* As a player I would like to be able to mulligan
* As a player I would like to be able to multiblock
* As a Timmy I would likes cards that give me an overwhelming advantage
* As a player I would like the A.I to understand the value of triggers.
* As a business I would like an in-game monetary system to obtain cards for players.

**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

