

Sprint 2 Report
A Code World
Team CodeA
11/5/17

The team does not need to stop doing anything because everything is going smoothly. All tasks are being assigned and being completed.

The team will start to have tasks allocated to specific people, completed work will be added together, and uploaded to github.

The team will continue to keep on talking after the scrum meeting about new designs. Also different game implementations such as items to use, different enemies, and boss levels. Brainstorming for ideas to add to the game is better expressed in in-person meetings than over text and messages.

All user stories were completed which include the python interpreter and procedurally generated levels. The total number of hours required for our user stories was 48. The total number of days in the last sprint were 14 days.

User Stories	To Do	In Progress	Done
8 - As a player, I want to have procedurally generated playable levels so that each time I play will be a different experience.			Everyone - Room design levels similar to <i>Binding of Isaac</i> Andrew Y. - Stacking room attachment An - Level scene change Andrew T. - Procedurally generate room Fei - Camera focus on room
5 - As a developer, I			Carson - Making

want to have a working python interpreter so that I can interpret the user's commands.			Python interpreter
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<https://trello.com/b/KN38R554/sprint-2>