

Scrum Board Sprint 1

User Stories	To Do	In Progress	Done
As a developer, I want to have a general level design finished so that I can have a basic map to contain everything.			Everyone - Map level design with two rooms and one door Everyone - Level maker
As a developer, I want to have basic characters so that I can start testing the levels.			Everyone - Simple design like square or dot for basic character
As a developer, I want to have basic functions so that I can move the characters around.			Everyone - Up, down, left, and right movement functions

Sprint 1 Report

A Code World

Team CodeA

10/22/17

The team will stop having scrum meetings on Wednesday and have them instead on Sunday because have three scrum meetings in a row does not provide enough time for others to get enough work done. Our scrum meetings will now be Sunday, Tuesday and Thursday with Tuesday as the meeting with the TA.

The team will start to use the scrum board and update it more often so that everyone knows what their task is. Online communication will be more responsive with information relevant to the project. Task time shall also be adjusted and not over estimated in terms of required time to complete.

The team will continue to keep on talking after the scrum meeting about new designs such as room levels. 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 a general level design, basic characters, and basic character movement functions. The total number of hours required for our user stories was about 10 hours compared to our expected 16 hours. The total number of days in the last sprint were 14 days.

Scrum Board Sprint 2

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.	<ul style="list-style-type: none">• Code different room designs• Make algorithm for attaching rooms		Everyone - Room design levels similar to <i>Binding of Isaac</i>
5 - As a developer, I want to have a working python interpreter so that I can interpret the user's commands.		Carson - Making Python interpreter	