# Sprint 1 Report - CMPS 115

**Product Name: Amazing Maze**        **Team Name: Maze Runners**
**Date: 02/09/2015**

**Actions to stop doing:**
1. Overlooking quality of work
2. Focusing on one part of the game and moving on to other features
3. Making assumptions that the user will automatically know every feature of the game

**Actions to start doing:**
1. Talk more and share more ideas.
2. Do more testings.
3. Thinking more about how the customer would play the game if they were a new player
4. Utilizing tools that Marmalade game engine has to offer in order to get tasks completed more effectively

**Actions to keep doing:**
1. Have constant meetings and chats about the project.
2. Double check each other's code to make sure the compatibility.
3. Following good Scrum practices
4. Assigning tasks that will keep the project flowing while helping other members of the team reach their goals as well.

**Work completed/not completed:**

**User Story #1**: As a player of the game, I want to finish the maze.
   Task 1 : Create a function that can draw a maze(2 days) **(Completed)**
   Task 2:  Have a starting point within the generated maze where the player can spawn when prompting the game to start (2 hours) **(Completed)**
   Task 3: Allow a "success" message to be given to the player when he/she finishes the maze (30 min) **(Not Completed)**

**User Story #2:** As a player I want a welcome menu that allows me to decide when to start playing the game.
   Task 1: Create an opening "Welcome" to the user to display the name "AmazingMaze"  **(Completed)**
   Task 2: Create a basic menu page that has a "Start" button which generates a

maze  **(Completed)**


**User Story #3**: As an application developer, I want to player to just control their character with simple directional button.
        Task 1: Allow the player to move around within the maze with touch-based functionality (2 hour)   **(Completed)**


**Work completion rate:**
Product backlog with completed points towards user stories

| Sprint 1 Backlog | | Initial | Sprint 1 (2 Weeks) | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| User Story # | User Stories (Features) | Estimate | Day 1 | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 | Day 7 | Day 8 | Day 9 | Day 10 | Day 11 | Day 12 | Day 13 | Day 14 |
| 1 | Finishing Maze | 40 | 5 | 7 | 7 | 9 | 9 | 12 | 18 | 18 | 25 | 25 | 30 | 35 | 38 | 40 |
| 2 | Welcome Menu | 10 | 2 | 2 | 2 | 2 | 2 | 2 | 6 | 6 | 6 | 6 | 10 | 10 | 10 | 10 |
| 3 | Player Controller | 30 | 5 | 5 | 5 | 9 | 9 | 10 | 13 | 13 | 20 | 20 | 25 | 25 | 30 | 30 |
| | Total Effort | 80 | 68 | 66 | 66 | 60 | 60 | 56 | 43 | 43 | 29 | 29 | 15 | 15 | 7 | 0 |

Sprint 1 Burndown chart which demonstrates efforts towards completing story points corresponding to user stories.
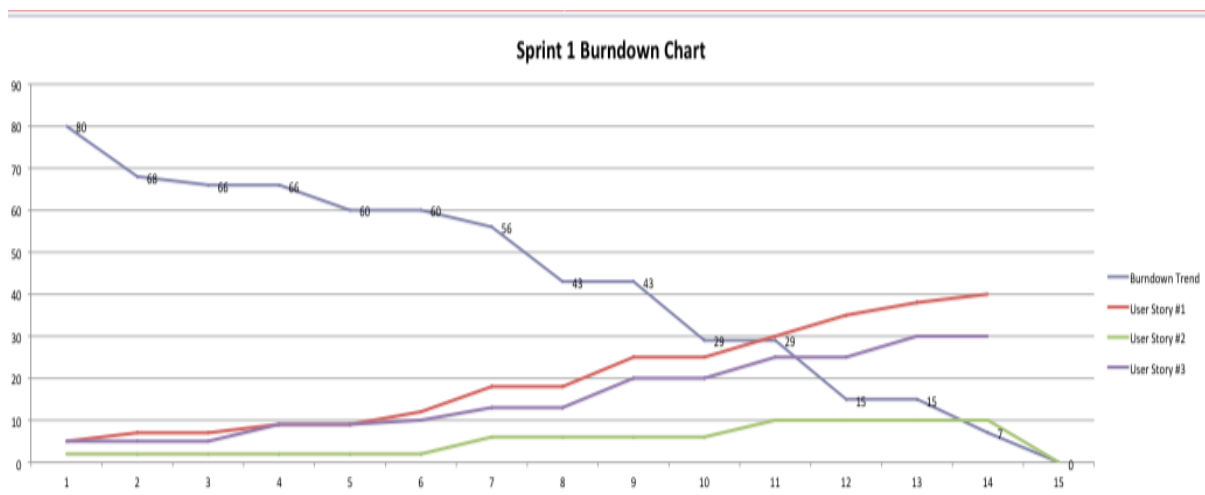


This section should report the following: total number of user stories completed during the prior sprint. Total number of estimated ideal work hours completed during the prior sprint. Total number of days during the prior sprint. For the previous sprint, the user stories/day and ideal work hours/day figures should be reported. For sprints past the first sprint, this section should also provide the average user stories/day and average ideal work hours/day figures computed across all sprints to date. The final sprint burnup chart for the previous sprint should be available for viewing in the lab and an email of this chart sent to the TA/prof.