Sprint 2 Report CMPS 115

Product Name: Amazing Maze   Team Name: Maze Runners
Date: 02/22/2015
Actions to stop doing:

1. Underestimate the difficulty on the implementation of certain parts
2. Not leaving enough time to work on the harder part of the project
3. unclear documentation

Actions to start doing:

1. Keep a physical scrum board instead of an online version
2. More people to test the game to find potential bugs
3. The team should spend more time working together, since it's more efficient and easier to help each other
4. The team should be more accurate at estimating work tasks, since tasks were consistently underestimated
last sprint

Actions to keep doing:

1. Communicate and share ideas
2. Have constant meetings and chats about the project.
3. Double check each other's code to make sure the compatibility.
4. Follow good Scrum practices
5. Assign 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, I want to play a game with easy navigation and multiple levels of difficulties

Task 1: Work on the algorithm to randomly generate the maze. (Completed)
Task 2: Allow the player to move by just tapping the screen. (Completed)

User Story #2 : As a multitasking user, I want to be able to pause the game, start the game and end the game, so that I can multitask.

Task 1: Include a pause button on the play screen of the game (Completed)
Task 2: Allow the state of the player on the maze to be saved, so that after the pause is over, play can be resumed (Completed)
Task 3: Create a pause menu, which gives the option to the player to quit the current state of the game (Completed)

User Story #3 : As a confused player solving the maze on my phone, I need to have a restart button because I don't want to give up the level nor use hints.

Task 1: Create a restart button on the screen and reload the level when the button is pressed. (The button is created, still need to put it together with the maze)

User Story #4 : As a user, I need an user documentation (draft completed)

Work completion rate:

Total number of days during the prior sprint: 15 days (2/5/2015 2/20/2015)

User stories/day and ideal work hours/day figures:

user stories/day: 5 user stories/15days = 0.33 user stories/day; 7 story points/day

Ideal work hours/day: 49hrs/15days = 3.27hrs/day

Average user stories/day: 0.47 User Stories/day

Average ideal hours/day: 1.67hrs/day

ScrumMeeting	Story Points Left	Total Points
2/6/15	100	100
2/9/15	90	100
2/11/15	80	100
2/13/15	70	100
2/16/15	40	100
2/18/15	25	100
2/20/15	0	100

Sprint 2 Burndown Chart