Sprint 3 Report - CMPS 115
Product Name: Amazing Maze   Team Name: Maze Runners
Date: 03/10/2015

Actions to stop doing:
        N/A, last sprint

Actions to start doing:
        N/A, last sprint

Actions to keep doing:
        N/A, last sprint

Work completed/not completed:
User Story #1: In order to play and finish the game as a player, I want to have hints and a tutorial of how to play the game to make good time. (27 hrs total)
        Task 1: Work on the algorithm to generate hints (10 hrs) **Not Completed (change of feature)**
        Task 2: Allow the player to click a button to display the hint (2 hr) **Not Completed (change of feature)**
        Task 3: Create and display timer (5 hrs) **Completed**
        Task 4: Add time or lose points when paused (3 hrs) **Completed**
        Task 5: Create tutorial of how to play the game (7 hrs) **Not Completed (change of feature)**
User Story #2: As a player I want a menu that has more functionality such as checking scores or changing difficulty level. (18 hrs total)
        Task 1: Include past scores or change difficulty button on the pause menu (2 hrs) **Completed**
        Task 2: Easy, medium, and hard options on change difficulty menu (4 hrs) **Completed**
        Task 3: Create different maze levels of difficulty (7 hrs) **Completed**
        Task 4: Create back to pause menu button on both scores and change difficulty menus (5 hrs) **Completed**
User Story #3: As a product designer, I want the application to look nice and attractive. (13 hrs total)
        Task 1: Create attractive backgrounds (3 hr) **Completed**
        Task 2: Create attractive buttons (5 hr) **Completed**
        Task 3: Create attractive maze (5 hrs) **Completed**
User Story #4: As a player who finished a maze, I want to see my score/time and be able to play the game again. (10 hrs total)

Task 1: Create a score page that appears once the user completes the game (1 hr) **Completed**

Task 2: Implement the final score so it appears on the score page (3 hr) **Completed**

Task 3: Implement the finished time to appear on score page (3 hr) **Completed**

Task 4: Create a button that allows the user to play again (3 hr) **Completed**

Work completion rate:

Total number of days: 15 days (Feb. 23 - Mar. 10)

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

User stories/day: 4 user stories/15 days = 0.267 user stories/day; 9 story points/day

Ideal work hours/day: 68 hours/15 days = 4.53 hours/day

Average user stories/day: 0.25 User Stories/day

Average ideal hours/day: 3.32hrs/day

Sprint 3 Burndown Chart		
Scrum Meeting	Story Points Completed	Total Points
2/23/15	135	135
2/25/15	115	135
2/27/15	95	135
3/2/15	70	135
3/4/15	45	135
3/6/15	20	135
3/9/15	0	135