

Sprint 2 Report

Heading:

Puzzle Dots

Team Llama Food

11/18/14

Actions to stop doing:

We are completely satisfied with our current process. Our scrum meeting follows the rules (15 minutes, ask questions, ect) and each team member voices their ideas and concerns during the meetings. We are self-organized and collaborate well together.

Actions to start doing:

Try to get each developer working on a task to ship. We probably need to break down the task so it is small enough for a single developer to finish and deliver value. We may also have to eliminate some user stories and tasks to work on since our sprints are quite short. We need to define what deployments are for our team and when we should have them completed by. Our team should be more accurate at estimating work tasks, since tasks were consistently under-estimated last sprint.

Actions to keep doing:

Our team should continue to check in on each other, review what we've done, and see if we can improve. It's very important that our work is laid out for everyone to see. We also should always take into account the assumption of change, discovery, and new ideas. Also, we should keep having a working product in short cycles to get user/team member feedback and eliminate what is wasteful effort. Keep frequently doing code review within a sprint.

Work completed/not completed:**Completed:**

User story 1: "As a product owner, I want a fully functional level, so I can begin testing the game on potential players."

Task 1: Create a GUI that can read user handle player input, event handlers, keyboard inputs, mouse events.

Task 2: Create separate graphics object to draw components, group them together, and handles dots.

Task 3: Create a game loop that can update game states and render the puzzle game.
(3 hours)

Task 4: Develop code game logic.

Task 5: Implement three basic levels.

User story 3: “As a product owner, I want a solid idea of what can be included in the final release, so I can begin pitching the game.”

Task 1: Work on game architecture and structure code. Create sensible module structure and avoid having too many dependencies.

Task 2: Break up individual source files for development and then unify at end.

Task 3: Load some external resources such as gfx objects and other assets.

User story 4: “As a product owner, I want potential features demonstrated, so I can decide how to prioritize development.”

Task 1: Implement “collisions” into the game engine.

Not Completed:

User story 2: “As a player I want the game to recognize I am a winner, so I can feel accomplished.”

Task 1: Work on state management. Figure out game values (clearing and setting them) and game modes (load, play, pause).

Task 2: Interactive sound when a puzzle has been solved.

User story 5: As a player, I want a menu screen, so I can choose which level I want to play.

Task 1: Work with browser DOM to display styled text and images used to show current score and levels.

Work completion rate:

First Sprint

Total Number of User Stories Completed: 3

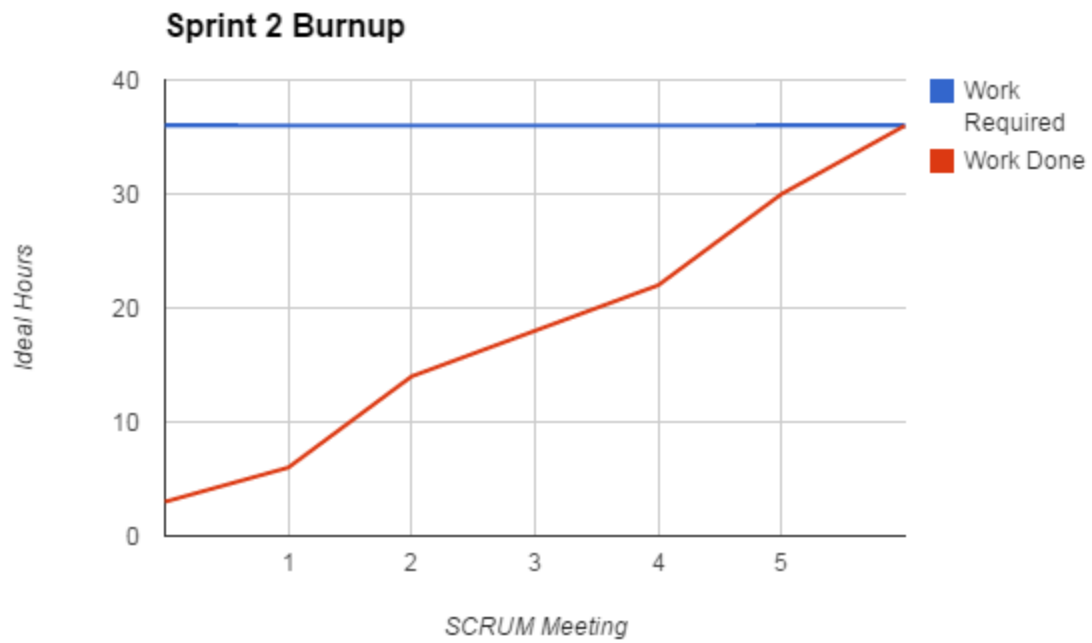
Total Number of Estimated Ideal work hours completed: 28

Total Number of Days during Sprint 1: 7 days

User Stories/Day: 1 User Story/ 2 days

Ideal Work Hours/Day: 4 hours/day

Final Sprint 2 Burnup Chart



Updated Sprint Board

<https://trello.com/b/k1A1LYnd/llama-food-scrum-board>