Sprint 1 Report

Heading:
Puzzle Dots
Team Llama Food
10/27/14

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.

Actions to start doing:
Due to the mismatched schedules of our team members, we should schedule more online work sessions since they are very effective at getting work done. We assigned a lot of tasks for Sprint 1 and completed some due to the time constraint we had. Some got pushed to Sprint 2 but are still a work in progress. Our estimation of work tasks was a bit off since the difficulty of the user stories became more apparent after working on it. While using GIT, we could also create our own branches since the work is getting more complicated and some changes should be checked and merged.

Actions to keep doing:
Our team should continue on have online meetings + Scrum meetings. We communicate well using gmail and google hangouts and if we have any issue we usually talk about quickly after class. We should keep working on finishing up the basic gameplay and working on our assigned tasks. If any issue arises, we should email or ask questions to the whole group and make decisions with the whole team present.

Work completed/not completed:

Completed:
User story 1: "As a product owner, I want a prototype that can demonstrate the core features of the game, so I know it is heading in the right direction."
Task 1: Design a control scheme.
Task 2: Set up a development workspace.
Task 3: Create basic art resources to be used in alpha.
Task 3: Develop a game engine.
Task 4: Design three basic levels.

User story 2: "As a product owner, I need an integration system, so the team can collaborate."
Task 1: Set up github repository and add team members, TAs, and professor.
Task 2: Create google docs and powerpoints for collaboration and deliverables.

User story 4: "As a developer or programmer, I want to have a flexible code structure so I understand what changes done that arise during collaborative development."
Task 1: Review each others code and make sure they have comments.
Task 2: Make sure code is in separate files, functions, and easy to understand.
Task 3: Test code to make sure revision didn't break the working copy after every commit.
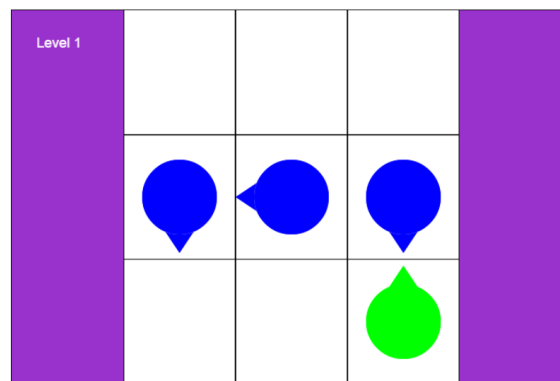
Not Completed:
User story 3: "As a product owner, I want potential features demonstrated, so I can decide how to prioritize development."
Task 1: Implement "collisions" into the game engine. (2 hours)
Task 2: Explanation of controls and game rules. (2 hours)
Task 3: Begin to set up website describing project as specified by Release Plan. (1 hours)

Work completion rate:
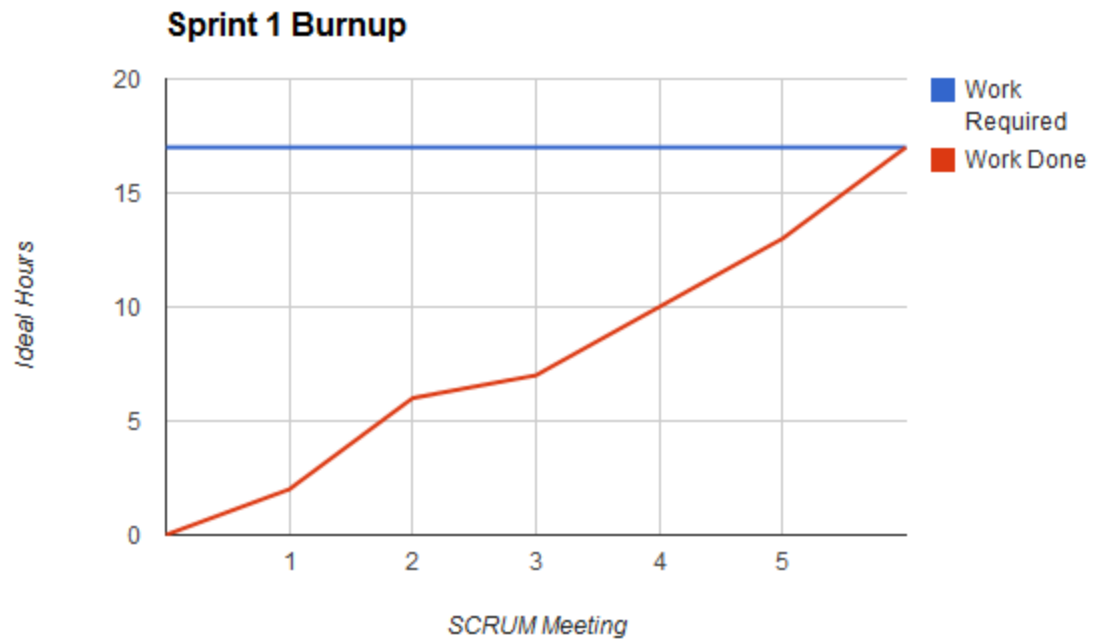First Sprint
Total Number of User Stories Completed: 3
Total Number of Estimated Ideal work hours completed: 17
Total Number of Days during Sprint 1: 7 days
User Stories/Day: 1 User Story/ 2 days
Ideal Work Hours/Day: 2.5 hours/day

Final Sprint 1 Burnup Chart

Sprint 1 Burnup

Updated Sprint Board

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