

Sprint 4 Report

Heading

Product name: Parkour
Team name: Couch Surfers
Sprint completion date: 3/9/2021
release date: 3/9/2021

Developers:

Justin Couch
Liangyu Shi
Mitchell Hogle
Jeff Pham
Christian Benavidez

Actions to stop doing:

None

Actions to start doing:

When we are sharing the documents link, we should send a message for the name of the document for future reference.

Actions to keep doing:

Find the problem of the game in the last sprint and add it as a task in the new sprint.

Dividing tasks to be individual and not dependent on others work

Work completed/not completed:

Completed

1. As a player, I want to have a polished game that won't crash or have noticeable bugs.
 - 1.1 Debugging
 - 1.2 Finish the remaining function test
2. As a player, I want the loose ends to be tied up so the game feels complete.
 - 2.1 Final game testing.
 - 2.2 Polish if necessary

Not completed:

None

Work completion rate:

100 percent, ideal work hours completed: 8