Sprint 1 Report

Heading

Product name: Parkour
Team name: Couch Surfers
Sprint completion date: 1/26/2021
release date: 1/12/2021

Developers:
Justin Couch
Liangyu Shi
Mitchell Hogle
Jeff Pham
Christian Benavidez

Actions to stop doing:
- Be not prepared for the possible power outage for presentation.
- Didn't have a member to share slides before presentation

Actions to start doing:
Type what we do during the meeting when some of us are not be able to attend the meeting

Actions to keep doing:
Meet MWF after class.

Work completed/not completed:
Completed:
1.As a player, I want to be able to maneuver left, right, and jump and crouch/slide so I can avoid obstacles.
2.As a player, I want to be able to navigate my character through a primitive side scroller so that there is a point to the game.
- Create a character (3 hrs)
- Find images for the character (2 hr)
- Add movement to the character (4 hrs)
- Create/find sound effects (4 hrs)
- Level design (4 hrs)
- Level scrolling (3 hrs)
- Create global game manager (2 hr)

Not completed:
Create a background (2 hr)

Work completion rate:
90 percent.