Sprint 2 Report

Heading

Product name: Parkour
Team name: Couch Surfers
Sprint completion date: 2/9/2021
release date: 1/12/2021

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

Actions to stop doing:
Have too many meetings when each individual member already has assigned tasks and be silent in the meeting.

Actions to start doing:
To create a better player experience, we require more play testers for the level designs.

Actions to keep doing:
Share what we did and what we plan to do during the meeting and leave a message in the chat box.

Work completed/not completed:
Completed
1.   As a player, I want to have a challenging and fun game experience from its difficulty.
     1.1.   Level design (4 hrs)
     1.2.   Modifying level manager (2 hrs)

2.   As a player, I want to have the level design to evolve fairly to create a smooth difficulty curve.
     2.1.   Escalating difficulty (2 hrs)
     2.2.   Add hazards (2 hrs)

3.   As a player, I want to have a visually appealing game.
     3.1.   Character Animations (4 hrs)

Not completed:
None

Work completion rate:
100 percent, ideal work hours completed: 14