

Sprint 3 Report

Heading

Product name: Parkour
Team name: Couch Surfers
Sprint completion date: 2/23/2021
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:

To create a better player experience, we require play testers outside the development team for comments and feedback.

Actions to keep doing:

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

Work completed/not completed:

Completed

1. As a player, I want the game to save my scores and achievements so I feel accomplished.
 - 1.1. Game over + final score screen (1 hr)
 - 1.2. Achievements (2 hr)
2. As a player, I want an incentive to keep playing and improve my score.
 - 2.1. Track score over time (1 hr)
 - 2.2. Level design (2 hr)
3. As a developer, I want playtesters to critique the game.
 - 3.1. Find playtesters (1 hr)
 - 3.2. Adjust chunk spawning frequency and speed according to feedback (1 hr)

Not completed:

None

Work completion rate:

100 percent, ideal work hours completed: 8