

Sprint Retrospective, Iteration #0 - End of the week update

User Story	Task	Task Assigned to	Estimated Effort per Task	Actual Effort per Task	Done (yes/no)	Priority A - E (A is highest, E is lowest)
Map	Background	Matt	2 hours	2 hours	Done, but not (yet) implemented	E
	GUI	Matt	2 hours	2 hours	Scores only	D
Track	Designing the track graphics	Joost	4 hours	4 hours	Done	A
	Assigning the possible track positions to an array	Joost	4 hours	4 hours	Done	
Shooter	Mouse control	Callum	2 hours	2 hours	Done	D
	Keyboard control (done)		1 hour	1 hour	Done	A
	Shooter position (done)		1 hour	1 hour	Done	A
	Rotation (done)		1 hour	1 hour	Done	A
	Shooting (done)		1 hour	1 hour	Done	A
Marbles	Marble design	Callum	1 hour	1 hour	Done	A
	Marble movement	Callum	1 hour	1 hour	Done	A
Intersection	Intersection	Rodrigo	4 hours	4 hours	Done	A
Lives	Lives	Xinyue	2 hour	2 hours	Is being worked on	B
Scores	Scores	Xinyue	4 hours	4 hours	Done	A
E.o.G.	End of game conditions	Xinyue	2 hours	2 hours	Done	A

Project: Zuma Deluxe

Group: Deluxe