Sprint #2 Report
Game of Cards
Team WildCard
Revision #1, 11/5/2018
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Actions to stop doing: We should stop using unorganized code and unorganized branches on github so we know what is done and will be able to read it easily. We should stop allowing team member to complete all of the work, this is a team and it should be equal. Every team member should have their own branches for there work. Lastly we need to communicate before we change someones code.

Actions to start doing: As a team we should take a few moments out of the week to work with each other on the project. That way we will insure our knowledge of the code and will be about to explain it to other members of the team. We should also start working on industry coding practices so our code is readable (see coding guidelines). Lastly we should delegate task as user based instead of person based to ensure no one is waiting on another person to finish.

Actions to keep doing: As a team we should continue to turn work in on time. We should also continue to communicate with each other about scheduling and thing we do not understand. It is important that we also continue to have well organized scrum meetings. Lastly we should continue improving the code to ensure a great user experience.

Work completed:
- As a user, I want to have a functional user interface that allows me able to pick a card game to play and modify settings.As a user, I want to have an engaging original single player card game called *Chance*.
- As a user, I want to play *Chance* with additional gameplay features, such as the swap mechanic.

Work not completed:
- As a user, I want to experience *Chance* in a multiplayer setting with friends.

Completion rate:
During the second sprint, 2 user stories were completed:
- As a user, I want to have a functional user interface that allows me able to pick a card game to play and modify settings.As a user, I want to have an engaging original single player card game called *Chance*.(21)
- As a user, I want to play *Chance* with additional gameplay features, such as the swap mechanic.(7)

It is estimated that we will spend about 86 hours on this project if every point is equal to an hour of work. The second sprint took us about 28 hours.