Sprint #4 Report
Game of Cards
Team WildCard
Revision #2, 12/02/2018
Team Members: Thuan Le (PO), Thanut (Art) Parkeenvincha(SM) , Kalyn Williams, Kyle Lee

Actions to stop doing: As a team it is important that we use scrum meetings to record our progress on the project. As a team it is important that all team members show up to scrum meetings and engage and participate. We need to stop skipping and neglecting our meetings.
Actions to start doing: As a team it is important that start working towards finishing and perfecting the game as much as possible, recording bugs, perfecting the ui, and perfecting the ai to ensure a great experience.
Actions to keep doing: As a team we should continue to pair program to ensure everyone has a hand in everything in making sure the game runs smoothly.

Work completed:
- As a developer, I want to create a unit test that test the functions of Blackjack, Chance, Deck, and UI to ensure the game runs smoothly. (21)
- As a user, I want a full game experience that includes music, sound, and other additional effects. (10)

Work not completed:
- As a user, I want to experience *Chance* in a multiplayer setting with friends.(7)
- As a user, I want to experience *BlackJack* in a multiplayer setting with friends.(7)
- As a developer, I want to create a test that test the functions of multiplayer. (7)

Completion rate:
During the fourth sprint, 3 user stories were completed.
- As a developer, I want to create a unit test that test the functions of Blackjack, Chance, Deck, and UI to ensure the game runs smoothly. (15)
- As a user, I want a full game experience that includes music, sound, and other additional effects.(10)

It is estimated that we will spend about 86 hours on this project if every point is equal to an hour of work. It was estimated that the fourth sprint would take 46 hours to complete. The fourth sprint took us about 38 hours including the time spent on multiplayer.