

## Sprint #1 Report

Game of Cards

Team WildCard

Revision #2, 10/17/2018

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**Actions to stop doing:** The team should stop having unorganized scrum meetings. It is the job of the scrum master to come prepared to the scrum meetings with a plan of execution and to lead the bi-daily meetings. The team should stop hoping a team member will eventually do an assignment.

**Actions to start doing:** The team should start coming to scrum meetings prepared to discuss a plan for the project as well as discuss the questions for sprint planning, so we can all be on the same page. The team should discuss plans for the project before generating any parts of the project. This is a team effort. Lastly the team should assign work to each member during the scrum meetings.

**Actions to keep doing:** The team should continue to keep realistic goals and to perform task on time. The team should also continue to help each other and communicate with each other.

### 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 team member, I want to be able to communicate with my team in an organized and efficient matter.

### Work not completed:

- As a team member, I want to become proficient in Unity (C#) by learning together at the same pace.

### Completion rate:

During the first 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. (15 points)  
The estimated time spent on this sprint was one day or roughly about 15 hours.
- As a team member, I want to be able to communicate with my team in an organized and efficient matter. (1 point)  
The estimated time spent on this sprint was about one hour.

It is estimated that we will spend about 86 hours on this project if every point is equal to an hour of work. The first sprint took us 16 hours.