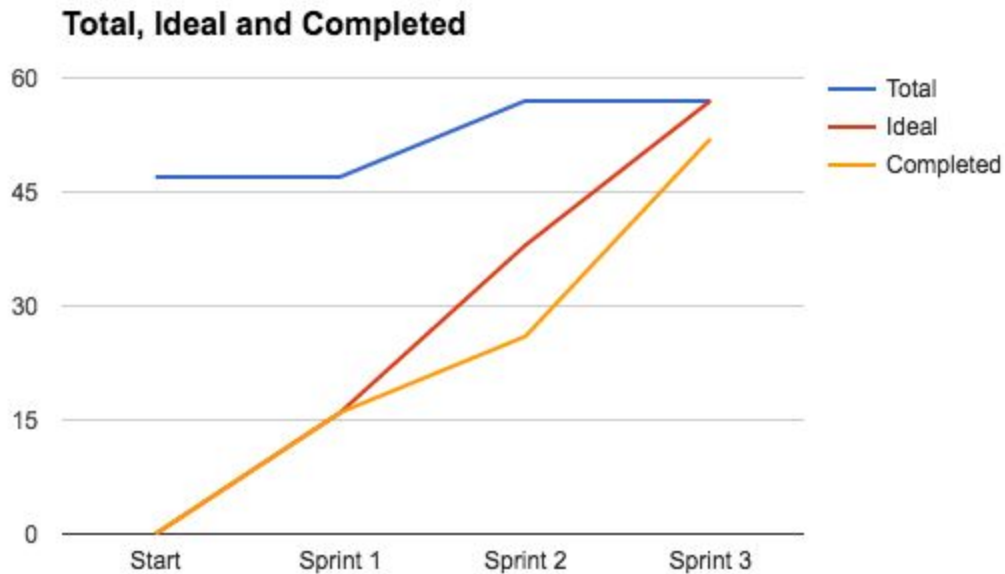


## Sprint 3 Report



### What Went Right/Continue Doing

- Very task oriented and focused
- Better team communication

### What Went Wrong/Stop Doing

- Entire team did could not meet for group meeting (not daily SCRUM) due to conflictions

### Start Doing

- Nothing, only wish we had more time to make game even more polished

### Work Completed

- Schoolhouse game
- Mining game
- Sprint 3: Liar's Dice and Bank Game completed

### Not Completed

- Polish was not as thorough as it could have been.

### Work Completion Rate

- Sprint 2 - 2 out of 4 user stories were completed during sprint 2
- Sprint 2 - 25 of 18 -32 ideal hours completed
- Sprint 2 - User Stories / Day: 2.5/5

- Sprint 2 - Work hours / Day: 5/ 1
- Sprint 3 - 30 of 15 - 25 ideal hours completed
- Sprint 3 - User Stories / Day: 1/1
- Sprint 3 - Work hours / Day: 6/1