Team Members:

* Jason Chancey
* Garret Gresham
* Timothy Oliver

GitHub and Trello URLs:

* GitHub Project: <https://github.com/LuckyLaharlTim/Quadris.git>
* Trello Board: <https://trello.com/invite/b/1pjq2B0k/74ffbfbcb02aa3760e0f5a53ed6559b4/blue-ricky-quadris>

**Questions and Tables**:

1. Estimated velocity vs. Actual velocity

Estimated: 36

Actual: 28

1. Number of story points planned vs. accomplished

Planned: 36

Accomplished: 28

1. Is product potentially shippable?

Yes, the game is in a functional state.

1. Are all core story points accomplished?

No, this is due to time crunch and realization of the difficulty of implementing some features.

1. Changes to story points if another sprint were to be done.

The point value of some objects could be reevaluated based on new understandings

1. Table of story points by team member.

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Story Points Accomplished** | **Percentage of Total Accomplished Story Points** |
| Jason Chancey | 0 | 0 |
| Garret Gresham | 16 | 62 |
| Timothy Oliver | 10 | 38 |

* Total number of story points was 38

1. Table of Git commits by team member.

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Git commits Made** | **Percentage of Total Git Commits Made** |
| Jason Chancey | 0 | 0 |
| Garret Gresham | 7 | 50 |
| Timothy Oliver | 7 | 50 |

* Total number of git commits was 14

1. Ideas of increasing velocity.

Velocity could be increased with better workload distribution and improved point allocation to user stories.