

Sprint 2 Report
TokyoDriftr
7/7/20

Activities to Stop Doing:

- Stop having split focus on features. We had a split focus on how the physics would work and this put us back farther than we wanted to be.
- Stop the way we name branches being disorganized and not having the correct naming schemes. This makes it harder to look at

Activities to Start Doing:

- Start having stronger comments that explain what is happening clearer. This makes our overall code easier to read.
- Start naming branches clearer

Activities to Keep Doing:

- Using Development Branches for development work. We were committing to master too much before, and now that new code is committed to the right branches it is much easier to merge to Master.
- Our scrum meetings are great. This should stay that way, so that our scrum meetings can effectively communicate what has been done and what is being worked on.
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Work Completed:

- As I want the road to have no artifacts as well as have collisions to be accurate to the model so that roads look clean and the gameplay reflects what I see
 - Conrad and Kevin worked to get the road collisions to be accurate and the roads to look clean
- As a user, I want the game client to recognize when I have completed the race and to display, record and compare my time in order for my actions in game to have meaning
 - Luke Harvey made sure that the end game screen does correctly display the times and also created the countdown for the race. Time's also get set into the database correctly
- As a user I want to understand menus in order to navigate the game so that I can access the game easily and straightforwardly
 - Luke Harvey worked on the menu system and ease of use, this was completed.
- As a developer, I want development tools in-game in order to speed up the testing and development process.
 - Luke Harvey completed the creation of development tools to make it easier to test and work on tweaking car physics.
- As a user, I want the game to have audio to indicate in-game events and add atmosphere
 - Kevin Pinney created the music for the game and Luke Harvey implemented the music into the engine.
 - Conrad created the sounds for the car accelerating.

Work not Completed:

- As a user, I want the game to have audio to indicate in-game events and add atmosphere
 - Sounds for Accelerating, braking/drifts, crashing/collisions were not implemented
- As a user, I want the game client to recognize when I have completed the race and to display, record and compare my time in order for my actions in game to have meaning
 - Finish line detection is not fully implemented.

Work completion Rate:

- 3 User Stories were completed during the last sprint.
- 2 user stories were partially completed
- 24 Ideal hours completed, but our estimate of time needed for each task to be completed seemed to be low.
- 7 days were worked during the prior sprint.
 - Sunday
 - Luke finished User Story 4 and got 5 of the ideal hours done.
 - Monday
 - Conrad worked on User Story 1 and finished 5 ideal hour.
 - Tuesday
 - Luke worked on User story 3 and completed 2 ideal hours
 - Wednesday
 - Kevin worked on User story 5 and completed 3 ideal hours
 - Thursday
 - Kevin worked User Story 1 and completed 3 ideal hours.
 - Friday
 - Conrad finished User Story 1 and finished the last 2 ideal hours.
 - Saturday
 - Luke worked on User Story 2 and completed 3 ideal hours
 - Kevin worked on User story 2 and completed 1 ideal hours

User stories per day worked: ~1

Ideal work hours per day worked: 3.8

Burnup chart

