Sprint 3 Report
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7/21/20

Activities to Stop Doing:
- Even in crunch time, we still need to respect good branching practices
- Need to leave less work for last-minute in the sprint.

Activities to Start Doing:
- Document as code is written, as opposed to retroactively commenting
- Have better estimates for task hours. We consistently exceeded our estimated amount of time

Activities to Keep Doing:
- We have communicated more frequently and thus have had more cohesive work
- We have started having better code standardization (not perfect but definitely better)

Work Completed:
- As a player I want the controls to feel intuitive and nice
    - Improved road and car physics
    - Each car has different attributes
    - Cleaned up collision effects
- As a player I want the main menu to be clear about how each car functions
    - The car stats were added to the main menu
    - Main menu cleaned up
- As a player, I want visuals outside of just the road, so that I feel more immersed in the gameplay
    - Buildings now spawn on the sides of the road
    - Particles now appear when drifting or colliding

Work not Completed:
- End game screen has not been made better

Work completion Rate:
- 3 User Stories were completed during the last sprint.
- 1 User Story is incomplete
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User stories per day worked: ~0.429 stories/day
Ideal work hours per day worked: 3.8