Sprint 1 Report
TokyoDriftr
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Activities to Stop Doing:
- Work needs to be committed on time. Work would be said as complete and it would not be committed to the correct branch for longer than it should have taken. During the week we slowly became better at it, but committing on time needs to be emphasized.
- Work shouldn't be committed that is multiple files and features, this means that when work is done for one feature, that should be pushed so the commit matches that.
- Sprint plans and reviews are being done later than they should be. Having a written out foundational plan is needed.

Activities to Start Doing:
- Commit changes when you say that your work is done. This is to keep the workflow faster and allow for merges to be done as needed.
- Commit only the files pertaining to a feature. This is needed so that commit messages reflect what work was completed and when.
- Sprint plans and reviews should be done on Monday at the very latest. This is to keep the week's work flow on pace for the classes work flow. Without this it is easy for the first couple days of the week to be unguided.

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 a user, I want a new unique map to try to compete on a regular basis.
    - Conrad Menchine worked on implementing the physical road and leapfrogging, this was completed
- As a user, I would like to know how my performance compares to others
    - Luke Harvey worked on the leaderboard and display of leaderboard after the race. This was completed.
- As a User I want to open the website and understand the controls and start playing quickly
    - Luke Harvey worked on the menu system and ease of use, this was completed.
- As a player, I want to apply my ability to control my car
    - Conrad Menchine worked on the car controls and this was completed, but will continue to be tweaked.
    - Kevin Pinney worked on implementing a physics engine for collisions with the sides of the course. There were holdups, however, and this took longer than predicted.

Work not Completed:
- As a Player, I want my ability to control the car to matter when placed inside a world
    - Physics are not yet completely finished
    - Drift boost is not yet completely finished
- As a user, I want a new unique map to try to compete on a regular basis.
    - Map generation is not yet completed

Work completion Rate:
- 3 User Stories were completed during the last sprint.
- 2 user stories were partially completed
- 23 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
        - Conrad started most of User Story 1 and got 4 of the ideal hours done.
    - Monday
        - Conrad worked on User Story 1 and finished 1 ideal hour.
    - Tuesday
        - Conrad worked on User story 3 and completed 2 ideal hours
    - Wednesday
    - Thursday
        - Luke Harvey finished User Story 5 and completed 4 ideal hours.
    - Friday
        - Conrad finished User Story 1 and finished the last 2 ideal hours.
    - Saturday
        - Kevin worked on User Story 2 and completed 2 ideal hours
        - Conrad worked on User story 3 and completed 2 ideal hours
    - Sunday
        - Luke Harvey finished User Story 4 with for ideal hours.
        - Kevin worked on User Story 2 and completed 2 ideal hours
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User stories per day worked: ~1
Ideal work hours per day worked: 3.8

Burnup chart