

Our team, Alpha-Won, for Sprint 3 decided to split up the work into parts from the sprint 3 guidelines. Ankit and Anish worked on the level loading/mouse controller. Kiren and Mohamed worked on collision response. Rama worked on collision detection. After parts of the sprint were completed, teammates joined other teammates in completing their part. Two people were assigned level loading/mouse controller to finish that task quickly. Two people were assigned to collision response which was divided into two parts, enemy response collision and player response collision. The team found this division of work optimal as the separate functionalities didn't interfere with each other allowing for smooth pushing and pulling of code. The team also made sure to assist one another whenever problems arose so that they could be resolved immediately.

Using Azure Devops, we created a task board and created small objectives in the form of tasks to obtain the end goal of each person's functionality job for the sprint. When each task was at work, it was moved to the "doing" column to let the team know that the specific task was in progress. In addition, once each task was finished, it was moved to the "done" column to let the team know that the specific task was done for the sprint. Azure Devops kept the team and tasks organized, which made the sprint easier to know which tasks were finished or in progress. As shown on the azure devops account shared with you, the "to do" and "doing" columns are empty, because all the tasks were moved to the "done" column. Thus, the team completed all the tasks for the sprint.

The team started a bit late on this sprint due to midterms, so there was a bit of a rush in the middle of the sprint to get all of the functionality working. During a work day in class, we assigned who would work on which part of the sprint. The team also believes that Azure Devops wasn't used to the level that it could be used so we will make it a priority to constantly check the task board and update it as such. It is important to fully utilize a team manager such as AzureDevops to have a well functioning team.

Overall, the team did very well during this sprint and was able to complete all functionality with minimal bugs and issues. The team had to do a lot of refactoring code and implementing new interfaces in order to get collision response down. Also, the team had great communication when discussing issues and the team morale was fantastic. Everyone had motivation to get their work done and have the sprint completed.