

Sprint 3 Report

Product Name: Porter Run!

Team Name: LargeSoda

Date: 07/22/19

What to stop:

- Low productivity caused by final test.
- The team should not do the work of other team members.

What to start:

- Preparing for the presentation and acceptance test.
- Finishing the documentation for the game.

Actions to keep doing:

- Keeping a digital scrum board as well as the physical.
- Using discord to go over things in real time.

Work completed/not completed:

1) Completed

- Polishing the game by using own characters.
- Creating the end of the game and implementing it in to the stage state.
- Adding music and sound effects to the game.
- Making tileset for tilemap.
- Making and adding title pages into the game.
- Improving enemies animations and collisions.
- Adding pickups to the game.
- Online Scoreboard fully implemented.

2) Not completed

- Adding own background to the game.

Work completion rate:

- Total user-stories completed in Sprint: 7
- Total number of estimated ideal work hours: 16
- Total number of days: 6
- User stories per day: ~.2 (each one was split into tasks)
- Ideal work day: Saturday

Initial Task Assignment:

- So Young Lee {User Story 7}
- Changwan Park {User Story 1, User story 6}
- Guanchen Liu {User Story 2, User story 5}
- Jose Rocha {User Story 3, User Story 4 (task 1), User story 6}
- Jun Hee Heo {User Story 4 (task 2), User story 6}