

## Sprint 1 Report

Product Name: Porter Run!

Team Name: LargeSoda

Date: 07/08/19

What to stop:

- The workload should stop being divided unevenly.
- The team should not do the work of other team members.

What to start:

- The team should communicate better to ensure that the workload split is done appropriately and with other teammates workloads in mind.
- The work should be specified

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

- Creating a Player Prefab that includes the movement controller.
- Include the Prefab into the Game state without any error.
- Creating a temporary background artwork.
- Making tileset for tilemap.
- Generate tileset into tilemap for the first stage.
- Create separate states that connected together in phaser framework.
- Set up a key detection, which will let the game jump into another state.

2) Not completed

- None

Work completion rate:

- Total user-stories completed in Sprint: 3
- Total number of estimated ideal work hours: 11
- Total number of days: 6
- User stories per day:  $\sim 0.3$  (each one was split into tasks)
- Ideal work day: Saturday

Initial Task Assignment:

- So Young Lee {User Story3 Task1, Task2}
- Changwan Park {User Story2, Task2}
- Guanchen Liu {User Story2, Task2, Task3}
- Jose Rocha {User Story1, Task1, Task2}

- Jun Hee Heo {User Story2, Task1, Task2}