# Sprint 1 Report, Dungeon of Pixels by Team Keter, July/13/2016

Actions to stop doing: Our team should stop late on the scrum meeting.

Actions to start doing: We have to start working on unit tests/integration test.

We need to make more elaborate meaning of “done”

Actions to keep doing: Coding process is working well. So we should keep doing this.

Work completed: Every user stories are completed.

1. As a player, I want multiplayer system so that I can interact with other players

2. As a player, I want data saving functions so that I can continue to play the game

3. As a debugger, I want some simple maps so that I can test data structures

Work completion rate:

Total number of user stories completed : 3

Total number of estimated ideal work hours : 70

Total number of days : 8 days

=> User stories per day : 0.375 stories/day, ideal work hours per day : 8.75 hours/day

Burn-up charts is on the scrum board and I’ll upload image of the board at the end of every third scrum meeting. (But we may have additional scrum meeting, so the image of the board would not mirror the newest states)