Sprint 2 Report, Dungeon of Pixels by Team Keter, July/19/2016

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

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

We have to divide the tasks better for every team member to finish his assigned tasks on time.

**Actions to keep doing**: Coding process/collaboration is working well. We should keep doing this.

**Work completed**: All user stories assigned for sprint 2, except “As a designer, I want map/item maker so that I can make them efficiently”.

User stories that are implemented are:

1. As a player, I want GUI so that I can play the game comfortably.

2. As a player, I want leveling system so that I can raise my character.

3. As a user of the system, I want be able to read a user manual of the product so that I can understand the game system easily.

**Work completion rate:**

Total number of user stories completed: 3

Total number of estimated ideal work hours: 104

Total number of days: 7 days

=> User stories per day : 0.429 stories/day, ideal work hours per day : 14.86 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)