Sprint 3 Report, Dungeon of Pixels by Team Keter, July/26/2016

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

**Actions to start doing**: We have to start organizing the skills and abilities to allow the player use and observe the actions in the game.

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

**Work completed**: All user stories assigned for sprint 3 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 cool graphics so that I can enjoy the game.

2. As a player, I want sufficient game system so that I do not feel tedium during the play.

**Work completion rate:**

Total number of user stories completed: 3

Total number of estimated ideal work hours: 96

Total number of days: 7 days

=> User stories per day : 0.429 stories/day, ideal work hours per day : 13.71 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 meetings, so the image of the board would not mirror the newest states)