Sprint 3 Report
RPG Game
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11/4/16

Actions to stop doing:
- Being late to meetings
- Not showing up to scrum meeting
- Not updating team on what is happening
- Spending too much time re-coding code because variables between scripts are missing etc

Actions to start doing:
- Synchronize scripts more often to help cut down debugging time later on
- Check in with group mates to see which parts need to be worked on
- Use Github more frequently

Actions to keep doing:
- Communication with team via meetings and social network
- Keep good communication
- Keep up the quality

Work completed/not completed:
- Multiplayer/Networking (Completed)
- Different Abilities (Completed - but cut down)
- User UI (Not Completed)
- Choosing Characters (Not completed - cut out of project)
- Music Sound Effects (Not completed)

Work completion rate:
- 2 user stories completed
- 16 days
- Sprint 3:
  - *Ideal working hours: 63*
  - *2 user stories/day*
  - *Ideal working hours: ~ 2 hours/ day*
- Sprint 2:
  - *Ideal working hours: 62*
  - *3 user stories/day*
  - *2 hours/day*

- Sprint 1:
  - *Ideal working hours: 29*
  - *2 user stories/day*

Total Story Points and Story Points Completed