Sprint 1 Report
Alien Clean Up
Team SLIME BOYS
revision #:1
revision date: 7/9/2018

Actions to stop doing:

- Team should stop pushing to master. Make a branch and push to that instead, changes will be merged into master on approval.

Actions to start doing:

- Team should start having more brief meetings to make sure everyone is working on something.
- Team should start posting regular updates about progress in the Discord chat.
- Team should start having play tests to gauge feedback on what about the game is fun and what isn't.

Actions to keep doing:

- Keep working?

Work Completed:

(5) As a Team, we want everyone to have some basic knowledge of Unity Engine.
- If you haven't worked with Unity before, do some of the tutorials. (Multiple members may work on this)
- Ensure everyone can commit to the github or the Unity collaborate project

(3) As a Player, I want to be able to control my character.

- Implement input assignment for all 4 players
- Implement basic movement for all 4 players

(5) As a Player, I want a field to play on, so that we can compete with the other team (slimes or cleaner).

- Design a basic level layout

- Build the basic level layout in Unity

(8) As a Player, I want a game that can be won or lost.

- Implement the slime laying and clean up mechanic
- Implement the round timer

(3) As a Player, I want a form, so that I know where I am.

- Add key graphics for all 4 players

Work NOT Completed:

(3) As a Player, I want to be able to control my character.

- Implement some other action the players may perform

(8) As a Player, I want a game that can be won or lost.

- Implement the calculation of area covered vs clean

(3) As a Player, I want a form, so that I know where I am.

- Add different key poses for actions players perform

Work Completion Rate:

Total Days in Previous Sprint: 7 Days

Total Estimated Hours: 42 hours / 51 hours completed

Total Stories Completed: 3 stories / 5 stories completed

Average Stories Per Day: 0.43 stories per day

Sprint 1 Burn-Up Chart