

Sprint 1 Report
Rage Quit
The Fumbling Five
10/26/2020

- **Actions to stop doing:**
 - Our team is satisfied with the process. We all agree on the same meeting time and the flow of productivity is decent.
- **Actions to start doing:**
 - Keep the team updated on work we get done once it's finished and update it on the scrum board/burnup chart as well.
- **Actions to keep doing:**
 - Keep Unity scenes separate until the task is complete, then a person will do the merge with the main scene.
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- **Work completed/not completed:**
 - Completed
 - Bedroom + second room design
 - Iphone and macbook shatter animations
 - Camera control
 - Character movement
 - Assets added to rooms - furniture, walls, floors
 - Not completed
 - Monitor Shatter animation
 - Hands Animation and Mallet animation for player character
 - Pickup objects interaction
- **Work completion rate:**
 - Sprint 1 User stories:
 - Completed: As a player, I want a starting room with objects so I can have a bunch of items to choose from
 - Completed: As a player, I want interactive controls so that I can be able to move around the world and destroy objects