Sprint 3 Report
Rage Quit
The Fumbling Five
11/23/2020

- **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:**
  - Our team is satisfied with the process. We all agree on the same meeting time and the flow of productivity is decent.
- **Actions to keep doing:**
  - Keep Unity scenes separate until the task is complete, then a person will do the merge with the main scene.
  - Keep the team updated on work we get done once it's finished and update it on the scrum board/burnup chart as well.

- **Work completed/not completed:**
  - Completed
    - Main menu and loading screen
    - Static lighting (baked) for interior
    - Scoring System
    - More breakable objects (hall table objects, closet, toilet, shower)
    - Background music

  - Not completed
    - Tutorial UI popup
    - Hands Animation and Mallet animation for player character
    - Pickup objects interaction

- **Work completion rate:**
  - Sprint 3 User stories:
    - Completed: As a player, I want a main menu and loading screen to change options and start the game
    - Completed: As a player, I want to see real time shadows.