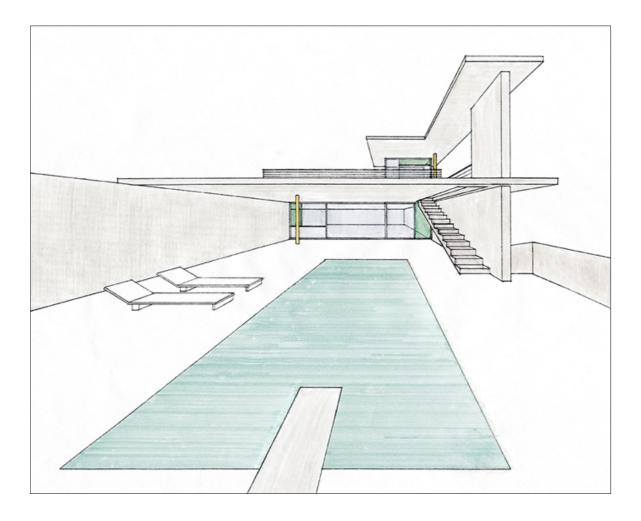# Sprint 2 Report

Product name: Bubble War
Team name: GoldMoon
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Actions to stop doing :

1. We must stop using software without checking right version because team members may develop in different environment.
2. Team member must follow Scrum master's advice because Scrum master knows the status of team member.
3. We must stop using too many times on low priority features because we must focus on high priority features.
4. We must stop changing major plan while doing release because this increases development time.

Actions to start doing :

1. We must start updating Scrum board and burn-up chart frequently because team members may not know the progress of development.
2. We must frequently merge our source code to Git because this allows developers to return to previews version easily and prevent developing same parts between team members.
3. We must frequently have Scrum meeting so that team members can know progress of each other.
4. We must frequently share our obstacles in development to other team members so that other team member can assist it.

Actions to keep doing :

1. We must keep doing group session because team members can help each other in development.
2. We must keep doing pair programming because it increases quality of code.
3. We must keep doing group study so that each team member can learn other techniques more easily.
4. We must keep separating work between front-end and back-end because it increases efficiency in development.

Work completed/not completed:

1. We synchronized two clients using Pixi.js. We deliver all client's input data and calculate it in the server. So two clients always get same screen of this game.
2. We set a limit on the bubble's number and modulated some physical features of bubble. So it makes our game more pleasant.
3. We made score system that players should launch the bubbles at an appropriate time to get a high score.
4. We added feature of adjusting direction so player can launch the bubbles to proper place.

Work completion rate

1. Number of user stories completed during the prior sprint: 5
2. Number of estimated ideal work hours completed during the prior sprint: 15
3. Number of days during the prior sprint: 5
4. Sprint2, the user stories/day and ideal work hours/day: 1, 4
5. The average user stories/day and average ideal work hours/day: 4, 3