**Sprint 1 Report**

**Product Name:** VR Game Project

**Team Name**: VR Game Project Team

**Team Members:** Geoffrey Herz (PO), Gabriel Larwood, Shant Cancik, Shaoyuan Liang, Henry Tran

**Date**: Wednesday, October 19th

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**Actions to stop doing**: The team should stop meeting in the bio lounge because it is a public space that lacks any whiteboards.

**Actions to start doing**: The team should start meeting in our room in Baskin so that we can use the whiteboards for planning and conceptualizing.

**Actions to keep doing:** We should keep meeting up three times a week after class so that we can closely coordinate our efforts.

**Work completed:**

1) **User Story 1** {As a developer, I want to learn the programming language C# so that I can prepare to work in the Unity game engine environment}

* Watch team selected Udemy tutorial (3 hours)
* Review and practice skills (2 hours)

Total User Story Time: 5 hours

2) **User Story 2** {As a developer, I want to learn how to use the Unity game engine so that I can prepare to build a video game}

* Watch team selected Udemy tutorials (2 hours)
* Play around in the environment (2 hours)

Total User Story Time: 4 hours

3) **User Story 3** {As a developer, I want to learn 3D object modeling so that I can prepare myself for developing in a VR environment

* Build Basketball Shooting and Road Crossing game following a group selected tutorial (4 hours)
* Watch team selected Udemy tutorials (2 hours)

Total User Story Time: 6 hours

4) **User Story 4** {As a developer, I want to tour the UCSC virtual reality lab so that I can further develop ideas for the project}

* Tour the UCSC Virtual Reality Lab on 10/7/16 at 12pm (1 hour)

Total User Story Time: 1 hour

5) **User Story 5** {As a developer, I want to finalize a decision on the VR game that will be built so that development can begin}

* Meet with group and choose a game idea for the project (1 hour)

Total User Story Time: 1 hour

**Not Completed:**

* All user stories were completed for sprint 1

**Work Completion Rate:**

* 5 user stories completed
* Estimated ideal work hours completed: 17
* Total number of days in sprint: 15
* Ideal work hours/day: 1.13
* User stories/day: .33