Sprint #2 Report
IdleCraft
11/02/2019

Actions to stop doing:
- We didn't think there was anything we were doing that we should stop doing in order to improve our effectiveness. Instead, most of what we felt would help us improve were actions we should start doing.

Actions to start doing:
- The team should start writing some formal code tests to ensure everything functions as expected.
- The team should identify sources of technical debt such as dependencies and inconsistencies and resolve them.
- Everyone should clearly commit to a user story and stick with it to its completion.

Actions to keep doing:
- The team should keep dividing user stories into specific, descriptive tasks as a means of planning out and estimating work ahead of time.
- The team should keep working in separate branches so that we can each work on separate components of the game without interfering with each other.
- The team should keep integrating our work into one branch (after the work is done) so that we can keep working towards our minimum viable product.
- The team should continue to maintain clear communication on product features and code structure.

Work completed:
- As a developer, I want the fragments to be able to communicate with the main activity so that data can be referenced across the app.
- As a player, I want to be able to manually gather resources and place them in my inventory so that I can craft items.
- As a player, I want to sell items that I have crafted so I can gather currency.
- As a player, I want to gather a larger variety of items to make the game more enjoyable.

Work not completed:
- As a player, I want to be able to manually craft items and place them in my inventory to sell at the shop for currency.
- As a player, I want to craft a larger variety of items to make the game more enjoyable.

Work completion rate:

- User stories completed: 4
- Completed Ideal Work Hours: 28
- Total Days: 14
- User stories p/day: 0.29
- Ideal Work Hours p/day: 2

- Total User stories p/day for all sprints: 0.31
- Ideal work hours p/day for all sprints: 3.25

Burnup Chart