

Sprint #3 Report  
IdleCraft  
11/17/2019

**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 refactor existing code to make it more modular, readable and easier to modify.

**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.
- The team should keep writing 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.

**Work completed:**

- As a player, I want to buy upgrades for inventory space, gathering speeds, and crafting speeds on a shop tab, so I feel like I am making progress.
- As a player, I want more complex crafting to craft new items, so there is more content in the game.
- As a player, I want the crafting fragment to have a clean UI so that I can easily navigate it.
- As a player, I want each fragment to be updated simultaneously whenever any changes to the inventory occur so that I don't have to change tabs back and forth to see updates.
- As a player, I want my game state to be saved so that I don't have to restart each time I close the app.

**Work not completed:**

- As a player, I want the shop to have a clean UI so that I can easily navigate it.
  - Task 2: Copy and paste widget with name/item changes (3 hours)

### Work completion rate:

- User stories completed: 5
- Completed Ideal Work Hours: 33
- Total Days: 14
- User stories p/day: 0.36
- Ideal Work Hours p/day: 2.36
  
- Total User stories p/day for all sprints: 0.33
- Ideal work hours p/day for all sprints: 3.37

### Burnup Chart

Sprint 3 Burnup Chart

