

Sprint #4 Report
IdleCraft
12/1/2019

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 get all documentation in order and keep things organized for a smooth release.

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 keep identifying 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:

- User Story 1: (13) As a player, I want resource collection to happen automatically.
- User Story 2: (5) As a player, I want the game fragments to behave as expected and never crash.
- User Story 4 (12): As a user, I want the game to run smoothly and perform optimally.

Work not completed:

- User Story 3: Task 2: Improve placeholder sprites and font in widgets (3 hours).
- User Story 3: Task 3: Change the app icon image (3 hours)
- User Story 5: Task 2: Allow the player to gradually unlock items based on progress (2 hours).

Work completion rate:

- User stories completed: 3
- Completed Ideal Work Hours: 34
- Total Days: 14
- User stories p/day: 0.21
- Ideal Work Hours p/day: 2.43

- Total User stories p/day for all sprints: 0.27
- Ideal work hours p/day for all sprints: 2.9

Burnup Chart

Sprint 4 Burnup Chart

