

Sprint #1 Report  
IdleCraft  
10/20/2019

**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 integrating our work into one branch (after the work is done) so that we can start working towards our minimum viable product.
- The team should start writing some formal code tests to ensure everything functions as expected.
- The team should start dividing user stories into more specific, descriptive tasks as a means of planning out and estimating work ahead of time.

**Actions to keep doing:**

- 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 continue to maintain clear communication on product features and code structure.

**Work completed:**

- As a developer, I want to get familiar with Android Studio so that I can develop the game.
- As a player, I want to be able to switch between different menus so that I can interact with different components of the game.
- As a developer, I want the codebase to be modular so that bugs are easily identified and work is non-conflicting.

**Work not completed:**

- As a player, I want to sell items that I have crafted so I can gather currency.
- 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 be able to manually gather resources and place them in my inventory so that I can craft items. (halfway finished)

**Work completion rate:**

We finished about half of our user stories for Sprint 1. We spent an estimated 40 work hours invested into the sprint. (Feel free to change this, it's my guess) Ideally we would have

liked to complete 50 hours for this sprint. We had about 9 days for this sprint once our group was assembled.

- Travis: 10 hours
- Brian: 7-8 hours
- Nate: 8 hours
- Eduardo: 7 hours
- Saar: 8 hours

Average User Stories/Day:  $\frac{1}{3}$

Average Work Hours/Day:  $\sim 4\frac{1}{2}$

## Burnup Chart

IdleCraft Sprint 1 Burnup Chart

