Sprint #1 Report

Heading: Document name ("Sprint # Report"), product name, team name, date.

**Stop Doing:**

* Stop pushing into the branch when you haven’t pulled out the most updated version of the code.

**Start Doing:**

* Have in-person group programming sessions.
* Manage time more effectively.

**Continue Doing:**

* Having the daily meetings.
* Distributing the work evenly.

**Work Completed:**

This is a list of the user stories that were completed during the previous sprint

* As both a player and as a designer, I want a group of combatants to be able to fight another group of combatants, so that combat is more interesting.
* As a player, I want to be able to view a list of items from monsters and the amount of follower resource I have so that I can make decisions about what followers to hire.
* As a designer, I want the invasion rate to go up if there are more enemies, so that the player has to keep fighting faster.
* As a player, I want to be able to retreat to a new map when the swarm destroys my last town, so that I can continue playing.
* As a player, I want to be able to gain Follower Resource by protecting refugees as they flee the swarm.
* As a player, I want to see technologies available and that I’ve purchased, so I know my status.
* As a player I want to have new item system, so I can can see how much of each item I have and can gain advanced items.

**Work Not Completed:**

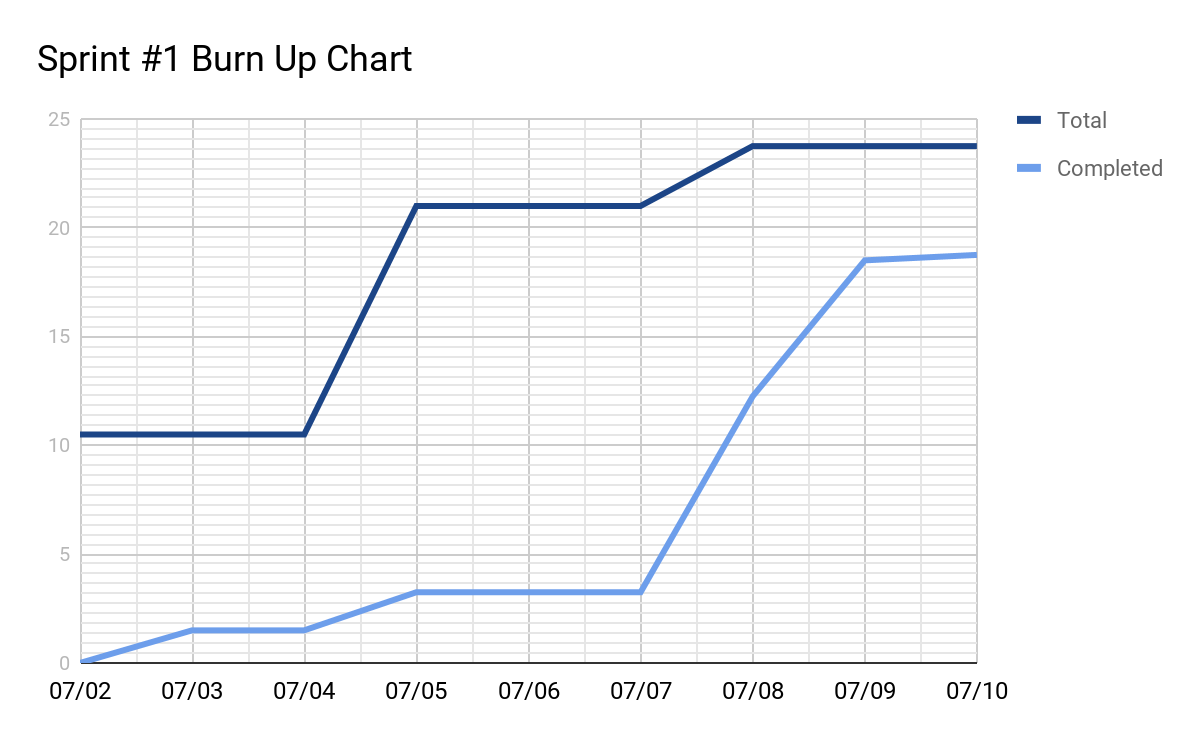
This is a list of the user stories that were NOT completed during the previous sprint

* As a player I want a tree of technologies so that I can increase the power of followers.
* As a player, I want to be able to reclaim towns so that I can eventually fight the swarm back to its home realm, kill it, and win the game.

**Work Completion Rate:**

This section should report the following:

* We have completed a total of 6 user stories.
* Total number of estimated ideal work hours completed during the prior sprint. Total number of days during the prior sprint.
* We have spent around 18 hours and 45 minutes in this sprint. We have spent around 2 days per user story. With about 3 ideal work hours spent each day.

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