Sprint #2 Report

**Stop Doing:**

* Stop doing other things related to the project if you have not finished your tasks yet.

**Start Doing:**

* We should keep more frequent updates for our Scrum board and burn up chart
* Have more voice meetings even if it is on discord
* Keep good code documentation. Try putting comments (even if it seems obvious) so that others will have a easier time understanding the code

**Continue Doing:**

* Keep punctually pushing to git.
* Keeping having daily meetings/progress updates

**Work completed:**

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

* (5) 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.
* (2) As a player I want to be able to use Follower Resource to hire fighters to join my party, so I can more effectively fight the swarm.
* (5) As a player, I want to hire a Magic User with an attack that charges up and does damage in a burst, so that I can overcome enemies with high damage-reduction.
* (3) As a game designer, I want technologies in the tech-tree to be hidden until the player has researched the prerequisite technologies, so that there is an air of mystery about the tree’s progression.
* (3) As a game designer, I want to be able to lock and unlock various follower types, so that I control the pace of the game for the player.
* (8) As a game designer, I want the number of followers that the player can take with them when they retreat to a new world to be limited, so that they have to make decisions about who to take with them and if they will hire more miners/teleporters in the next world.
* (5) As a player, I want to gain resources over time and from fighting monsters.
* (8) As a player, I want to be able to see gameplay represented visually, so I can quickly understand and react to the game state.
* (5) As a player, I want to be able to be able to convert processed items into technologies by clicking options in an on-screen tech-tree so that I can increase the effectiveness of my fighters, my followers, and construct the secret weapon that destroys the swarm.
* (3) As a designer, I want a Boss Monster to be engages when a player attempts to reclaim towns, so that reclaiming territory is a challenge.
* (5) As a Designer, I want all my game logic variables and functions to be all in one class so that it will be easier to read the code and also make it possible to save the game if we have time.

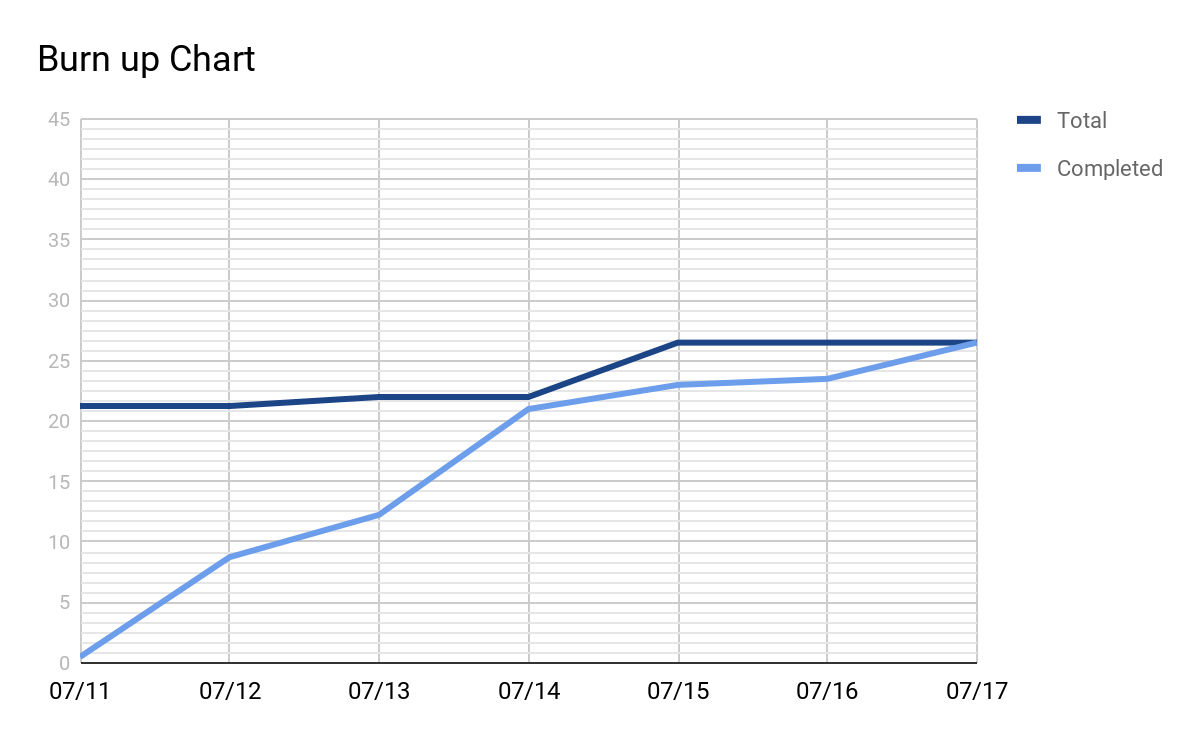
**Work Not completed:**

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

* (3) As a player, I want to be able to take an action in combat that shields my Magic Users so that I can charge them up while letting my tougher fighters soak damage so that my Magic Users will be able to attack more reliably.

**Work completion rate:**

* We have completed a total of 11 user stories.
* We have spent around 26 hours and 30 minutes in this sprint. We have spent around 4 days per user story. With about 4 ideal work hours spent each day.

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