Sprint #3 Report

**Stop Doing:**

* Scrum board and burnup chart failure
* Did not break user stories into tasks
* Git conflict and merge issues

**Start Doing:**

* Take more time in initial scrum meeting
* Doing planning poker to estimate story points.
* Game testing / playtesting
* Change scrum board from Trello to offline whiteboard

**Continue Doing:**

* Having more in-person meetings
* Having good abstract plan (good user story)

**Work completed:**

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

* (3) As a player, I want their to be a Boss Monster Sprites, so that when I’m fighting a boss monster I know what kind of challenge I’m facing, and I can feel good when I overcome it.
* (3) As a designer, I want there to be a Monster Tracker object in the game that keeps track of what enemies the player has killed so that I can set up systems that respond to player action incentivizing theme to shift strategies.
* (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.

**Work Not completed:**

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

* (5) As a player, I want the game’s look to be consistent and professional, so that I maintain awareness of the game state without being distracted.
* (8) As a designer, I want the statistics of the game, monster/fighter/follower be balances, so that players can expect a certain runtime
* (8) As a designer, I want the technologies to modify the other statistics in a game in such a way that provides the player with meaningful choices that each feel like they have an impact so that the player is entertained and keeps playing.
* (5) As a designer, I want there to be a way of scoring a player’s run through the game so that they can know their competency and perhaps set goals for future attempts.

**Work completion rate:**

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

Display all of the followers/fighters in the modal with numbers. 30 Jacob Saturday July 21

Add followers and fighters to your escape party. 15 Jacob Saturday July 21

If you have a valid escape party, you can click teleport. 20 Jacob Saturday July 21

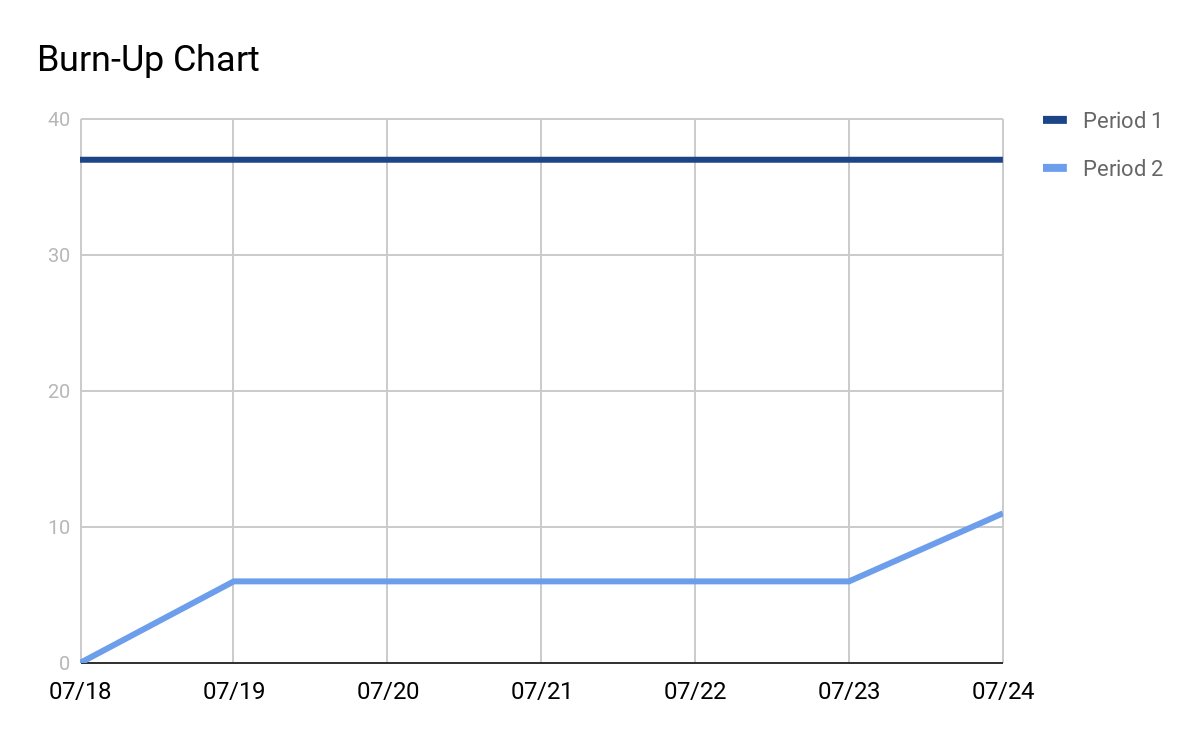
This modal pops up when you leave a world. 15 Jacob Saturday July 21

You lose all the fighters/followers not in your escape party. 10 Jacob Saturday July 21

Game Over - Jacob Sunday July 22

Pause when end is reached - Jacob Sunday July 22

Play again button (refresh) - Jacob Sunday July 22

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