

Sprint Report 1

Sprint Duration: 2 weeks (16.10 – 27.10)

Overview of the team and their planned capacity

1. Team Overview :

Name : The Weeknd

Members :

- ❖ Lucian Moisii (Senior Coder)
- ❖ Cristian-Andrei Horceag (Team Leader, Developer)
- ❖ Razvan-Mihai Hanghice (Scrum Master, Developer)
- ❖ Andrei-Alexandru Mihai (UI/UX, Developer)
- ❖ Alexandru Rus (QA, Developer)

2. Planned Capacity:

- ❖ Team Capacity: 45 story points
- ❖ User Stories: 0
- ❖ Bug Fixes: 0

List of backlog items planned to be developed in the current sprint :

- ❖ Fix the final idea of the game and start the setup
- ❖ GitHub Repository
- ❖ Clone Project on every team member's computer
- ❖ Create Unity Project

Items that were added after the Sprint start:

- ❖ Create Game Scene
- ❖ Setting up work environment

Status of planned items and their status:

- ❖ Everything was completed successfully, we ended the Sprint having configured the technical requirements and planning our tasks for the next Sprint.

Sprint Review – Conversation

- ❖ Lucian Moisii: Salut, băieți! V-am trimis pe canalul de Discord pașii pentru a clona proiectul pe dispozitivele voastre. Ați reușit?
- ❖ Cristian-Andrei Horceag: Salut, eu unul am reușit, am clonat repository-ul de pe Github si am reușit să rulez proiectul în Unity.
- ❖ Razvan-Mihai Hanghicele: Și eu
- ❖ Andrei-Alexandru Mihai: Și eu
- ❖ Alexandru Rus: Eu am o eroare, vă trimit screenshot in chat.
- ❖ Lucian Moisii: Alex, intru eu cu tine după call să rezolvăm problema.
- ❖ Alexandru Rus: Sigur, mulțumesc

Sprint Review & Retrospective

In our Sprint Retrospective, we're proud of our successful completion of the initial setup, which involved fixing the final idea of the game, establishing the GitHub repository, and creating the Unity project. Our effective collaboration and communication shone through as we seamlessly achieved our planned tasks. As we look forward, the next sprint is exciting for us as we build upon the achievements of Sprint 1. We're shifting our focus towards actual development tasks and starting the game creation process.