

Sprint 2 Report

Product Name: TicTacToe Master

Team Name: Tic Tac Pac

Date: Feb 18, 2018

Actions to Stop Doing

- Showing up to meetings late

Actions to Start Doing

Few small practices can be implemented by the team to fully adopt the SCRUM process:

- We only started doing code walkthroughs at the very end of this Sprint, and plan on doing these every time a task is completed from now on.
- Keep the SCRUM board updated at every meeting
- Break down certain user stories into smaller tasks and make sure the tasks covers what every team members are doing.

Actions to Keep Doing

- The team should continue working towards completing the tasks by their scheduled date
- The team should continue to stay active in the communication channels
- The team should continue sharing their ideas openly with the rest of the team
- The team should continue working collaboratively when we run into difficult problems

Work Completed

- ✓ As a player, I want to be able to play tic tac toe with a friend via a network so that I can be mobile and still play/get challenged by them
- ✓ As a player, I want a 3D variant of tic tac toe so that there is a more challenging option for gameplay
- ✓ As a player, I want to have a currency system so that I can reward myself with cosmetic items for doing well
- ✓ As a player, I want to play Order and Chaos so that there is an even more challenging option for gameplay other than 3D TicTacToe
- ✓ As a player, I want to a leaderboard to keep track my win rates and ranking so that I know where I stand compared to other players.

Work Not Completed

- ✗ As a player, I want to be able to change the theme of the board and pieces and my profile pic for Tic Tac Toe (basic changes) to make my experience more customizable (via the currency system)

Work Completion Rate

Totals

Total number of user stories completed during the prior sprint: 5 user stories completed
Total number of estimated ideal work hours completed: 46 estimated hours
Total number of days during the prior sprint: 14 days

Rates of completion

User stories/day 0.3 stories per day
Ideal work hours/day 3.3 work hours per day

Burnup Chart

(On Trello)

<https://www.burndownfortrello.com/index.php?boardId=5a74dd47d3bb1959a2184c6b>