

Sprint 1 Report

C# Game Engine

Sharp Slugs

October 21, 2018

Actions to Stop Doing

The team should stop making user stories as broad as they currently are. Because of how the user stories currently are, it appears we have made no progress on the engine due to no user stories completed, despite us having finished most of the tasks within each user story.

Actions to Start Doing

The team should schedule more group work sessions and allocate more time to work on the project, to improve productivity. The team should also more accurately estimate work tasks, as a few were inaccurately valued at the start of the sprint.

Actions to Keep Doing

The team should continue with the current format of the scrum meetings, as they've been relatively compact and useful in keeping us on track with the project.

Work completed

As a programmer I want to learn C# so I can create this project.

Work not completed

As a game designer I want a graphics library so that I can have external assets appear on screen.

As a game designer I want a main "game" class so that I can have a foundation to create my game.

As a player I want the created games to work on multiple operating systems.

Work Completion Rate

1 user story was completed in this sprint.

We completed 50 estimated story points worth of tasks during the sprint.

The sprint lasted for 14 days.