Sprint 4 Report

C# Game Engine
Sharp Slugs
December 2, 2018

Actions to Stop Doing

We should have stopped being so kind in terms of letting people wait so long to do their stuff and cracked down much more on getting work done early.

Actions to Start Doing

We should have started having more group programming assignments, as they likely would have let us complete our work better sooner, rather than the last-minute push that we usually have.

Actions to Keep Doing

The planning poker was good, as it allowed us to more easily figure what certain tasks were valued at later on.

Work completed

As a game designer I want a serialization library so that my game may be more content driven.
As a game designer I want a test game included with the engine so that I can see how a game is put together in the engine.
As a game designer I want the code to have the same style format so that it's easier to read.

Work not completed

As a game designer I want extensive documentation so I can easily use the engine.

Work Completion Rate

3 user stories were completed in this sprint.
We completed 92 estimated story points worth of tasks during the sprint.
The sprint lasted for 14 days.