

# Sprint 3 Report

C# Game Engine

Sharp Slugs

November 18, 2018

## Actions to Stop Doing

We should stop having different styling techniques in our code, as it makes it potentially difficult for one person to read another's code and causes confusion.

We should stop having huge bursts of productivity and spread out our work a little more.

## Actions to Start Doing

We should start having group work sessions so that we can more easily communicate to each other what it is that we are doing and to keep our different work consistent in style with each other more easily.

## Actions to Keep Doing

We should keep with the planning poker, as it allowed us to be more exacting in how we allocated story points during this sprint.

## Work completed

As a game designer I want a world space coordinate system so that a larger world can be taken care of.

As a game designer I want a way to detect collisions between game objects so that they can interact with each other.

As a game designer I want systems such as gravity and velocity so that the game can have more of a real feel to it.

## Work not completed

As a game designer I want a camera system so that the viewpoint can be moved around.

As a game designer I want a way to put triggers in the game so that automatic events can take place.

## Work Completion Rate

3 user stories were completed in this sprint.

We completed 84 estimated story points worth of tasks during the sprint.

The sprint lasted for 14 days.