

Sprint 2 Report

C# Game Engine

Sharp Slugs

November 4, 2018

Actions to Stop Doing

We should stop completing work right at the deadline, and work to spread our workload over the sprint more broadly.

Actions to Start Doing

Tim should probably start to ask for help when he needs it and falls behind on his portion of the project.

We should start doing something like planning poker to get the point distribution a bit more accurate.

Actions to Keep Doing

We should keep the user stories more compact, as they have been helpful in terms of keeping our track a bit more segmented and able to be done.

The regular scrum meetings have also been good in terms of keeping us on track for the most part, and so doing those every few days is a good idea.

Work completed

As a game designer I want a content manager to import assets.

As a player I want to be able to view assets on screen.

As a player I want to be able to use my gamepad to play the game.

Work not completed

As a game designer I want an event system so I can have sprites respond to input.

As a player I want to be able to use my keyboard/mouse to play the game.

Work Completion Rate

3 user stories were completed in this sprint.

We completed 66 estimated story points worth of tasks during the sprint.

The sprint lasted for 14 days.