

Sprint 4 (November 20 - December 3) Report

Team: LFG - Blue Team

Project: Busters

Members: Ben Le, Richard Le, Alan Deng, Jerry Wang, Tariq Anees

Things we should stop doing:

- Not disconnect from teammates at the end of the project
- Changing aesthetic designs while tasks are incomplete
- Sleeping late for health and performance concerns

Action to start doing

- Organize code for presentation
- Organize github so everything is on master
- Finish written reports
- Attempt to get everyone together for same page before submission
- Check all tasks and project acceptance testing

Actions to keep doing

- Commit to git
- Clean code
- Write-ups
- Acceptance testing

Work completed

- Game is playable
- Incrementale system designed
- User control perfected

Work not completed

- Difficulty with enemies
- Enemy bullet differentiation
- Sound design

Work Completion Rate

- TOTAL WORK HOUR: ~5 hours per member
- Task complete: 4
- Length of sprint: 14 days: November 20 - December 3
- Ideal work hours: ~4-5 hours per member, finishing everything.