

Sprint 2 (October 23 - November 5) Report

Team: LFG - Blue Team

Project: Busters

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

Things we should stop doing:

- Attempting to learn more technologies
- Leaving communication idle
- Placing priorities dependent on other classes

Action to start doing

- Cleaner code and organization
- Commit more to git to be on same page
- Improve communication
- New member was included (Tariq): Catch him up
- Finishing tasks before the end of sprint

Actions to keep doing

- Basic technologies
- Clean code
- Work on minimalistic sprite designs
- Work on basic mechanics
- Work on integrated user control

Work completed

- Objects can be loaded
- Main Menu
- User controls functioning

Work not completed

- Score system
- Enemy spawn
- Enemy movement

Work Completion Rate

- TOTAL WORK HOUR: ~2 hours per member
- Task complete: 2
- Length of sprint: 14 days: October 23 - November 5
- Ideal work hours: ~2-3 hours per member, start off simple.