

# Sprint 1: Beginning of Busters

Team Busters: October 8 - 22, 2017

## **Actions to stop doing:**

1. Team should stop looking for a platform and agree on one
2. Stop switch game ideas, stick to one

## **Actions to start doing**

1. Think about what we should include in the game
2. Meeting up in person and pick a designated time/place to meet
3. Download required tech
4. Reorganized our priority since we lost a member
5. Set up technologies

## **Actions to keep doing**

1. Continue learning javascript because that seems to be the language we will be using
2. Learn and play around with phaser.io
3. Learn node.js
4. Familiarize with the structure of a bullet hell game
5. Keep communicating with members on discord

## **Work completed**

1. Look into phaser.io
2. Made basic player sprites
3. Made a background

## **Work not completed**

1. Setting up a gitHub
2. Not everyone downloaded the req technology
3. Readjust task priorities we just lost a member
4. Make a menu screen

## **Work Completion Rate**

**Completed Work Hour:** ~2 hours per member

**Task Completed:** 3

**Length of Sprint:** 14 days

**Ideal Work Hours:** ~ 2-4 hours since we're still deciding on how we want to approach "Busters" but we need everyone to be on the same page on phaser.io



