

Game: BomberMan

Team: BomberMage

4/9/2016

Actions to stop doing:

- We should stop working on the game in a small number of large work sessions, because it would be more efficient to subdivide the tasks better.

Actions to start doing:

- The team should hold more meetings in person, since most of our communication has been over a texting app, google hangout, and post-class meetings.
- Split up tasks so we can divide labor and get work done faster
- The team should begin planning the network structure of the game moving forward, as so far the work has focused solely on the single player local implementation.
- Plan out user stories more at the beginning of sprint period to better estimate required work / hours.

Actions to keep doing:

- The team should continue to use pair programming, either over google hangout or in person, it's proven efficient so far.

Work Completed/Not Completed:

Completed User Stories

- Move player
- place/detonate bomb
- Spawn enemy
- Pathfinding for enemies
- Build map with destroyable component
- win/lose condition

Incomplete User Stories

- Powerups
- Additional enemy types

Work completion rate table:

Total number of user stories completed	6/8
Total number of estimated ideal work hours	15
Total number of days during prior sprint	14
Estimated user stories / day	0.5
Estimated work hours / day	1.07