Team: *<team name>*  Game: *Florida Man*

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| --- | --- | --- | --- |
| **Completed Stories (DONE DONE)** | **Estimated Workblocks** | **Actual Workblocks** | **Team Members** |
| Fix a few issues with Florida Man’s mesh | 5 | 4 | Joe |
| Delay burp so that stacking burp sounds is impossible | 1/8 | 1/8 | Austin |
| Hit Detection work | 1 | 2 | Austin |
| Item framework | 1 | 1 | Gabe |
| Brainstorming headlines and roadmap | 3 | 3 | Jesse |
| Florida man can’t jump on non-ground objects | 1/8 | 1/8 | Austin |
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***Impediments (enter at least 3)***

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| **Problem Description** |
| * Jesse has been sick, and I have yet to coordinate with him. |
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***New Stories***

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| --- | --- | --- |
| **Story Name** | **Who Created the Story** | **Estimated Workblocks** |
| * Code Cleanup | * Gabe | 3 |
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**Team Member Workblocks**

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| --- | --- | --- | --- |
| **Name** | **Target workblocks** | **workblocks** | **Notes** |
| Gus | 7 | 5 | Assisting parents with packing |
| Jesse | 7 | 2 | Out sick |
| Joe | 7 | 7 |  |
| Quinton | 7 | 7 |  |
| Dillon | 7 | 7 |  |
| Austin | 7 | 7 |  |
| Gabe | 7 | 7 |  |
| <name> |  |  |  |
| <name> |  |  |  |
| <name> |  |  |  |

* *Total workblocks by team: 7*
* *Total completed stories by team: 6*
* *Stories completed per workblock: ~1*

*Additional Notes*