

Sprint #2 Report  
Battle for Westeros, Wildfire Studios  
7/17/18

**Actions to start doing:**

Implementing work a little earlier and having each team member submit current work to the repository each meeting so that we can all be running our code on the most recently updated version of the software system.

**Actions to stop doing:**

There are no actions our team feels we need to stop doing. As a team of beginners we are obviously not fully efficient with all of our tasks and management, however we feel that during our scrum meetings we keep it concise and focused, and that each member has been completing our user stories without much unnecessary code or submits to where we need to seriously consider stopping our practices.

**Actions to keep doing:**

Close teamwork and discussion concerning the design process has helped us all have more clarity for what we want the high-end goals for each of our tasks and user stories to be so that even if a task hasn't been implemented yet, we all have a good idea as to what it will look like by the time the designated team member works on it.

Close collaboration and debugging and running tests on it together has also helped us speed up progress and productivity throughout this sprint with a noticeable jump in differences for what our team has implemented throughout the second sprint.

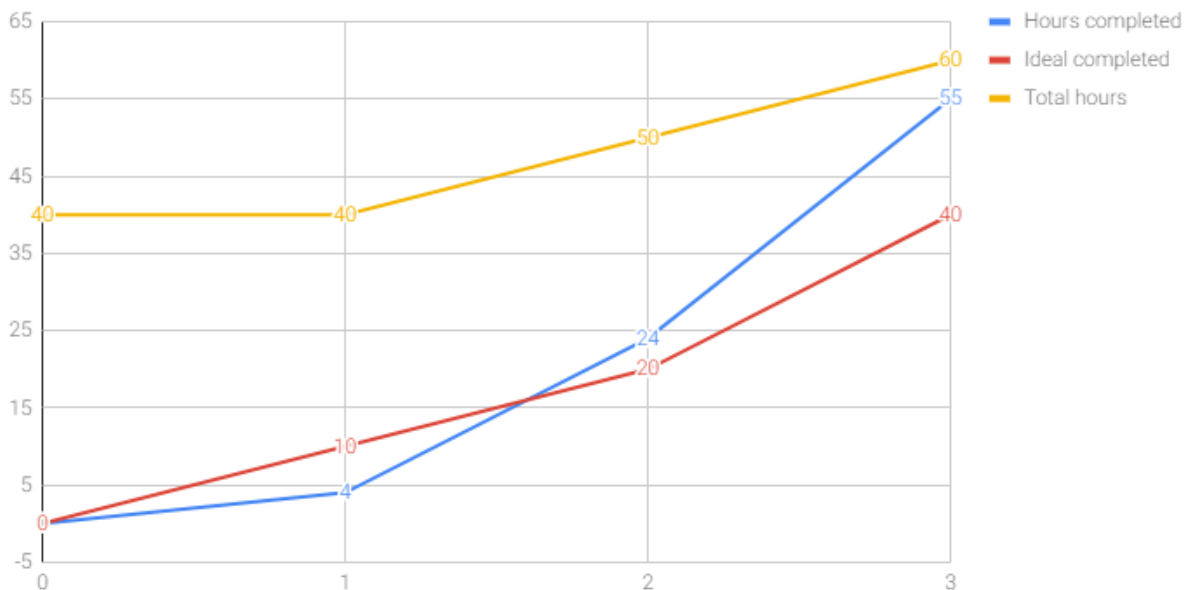
Designing an item log (Marga's idea) also was really good because it allowed each team Member to see the high-end goals in terms of mechanics and design of our most important game objects, displaying sprites and statistics so that our team members could collaborate and more precisely implement the code that shows our high-end design goals.

**Work completed/not completed:**

| User Story   | To Do | In Progress | Done           | Comments |
|--------------|-------|-------------|----------------|----------|
| User Story 1 |       |             | Task 1 - Marga |          |
|              |       |             | Task 2 - Marga |          |
|              |       |             | Task 3 - Marga |          |

|              |  |                                 |                 |  |
|--------------|--|---------------------------------|-----------------|--|
| User Story 2 |  |                                 | Task 1 - Ian    | (decide on art for each class)                             |
|              |  |                                 | Task 2 - Ian    | (design sprites)   |
|              |  | Task 3 - Ian (item needs doing) |                 | (implement sprites into player item and tile classes)      |
| User Story 3 |  |                                 | Task 1 - Khang  |  |
|              |  | Task 2 - Khang                  |                 | (not sure yet on how to have interactive items on the map) |
|              |  |                                 | Task 3 - Khang  |  |
| User Story 4 |  |                                 | Task 1 - Thomas |  |
|              |  |                                 | Task 2 - Joe    |  |
|              |  |                                 | Task 3 - Joe    |  |

### Burnup Chart:



### Work completion rate:

Total number of User Stories completed: 2

Total work hours completed: 55

Days for Sprint: 7

User Stories per day: Around 1 every 3 days

Work hours per day: 7-8 hours