Stand-Up Report for Sprint 2 Week 4

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What I did since the last daily scrum:

- Finished coding of the assigned classes.
- Merged code contribution from all team members.
- Tested the game as a whole.
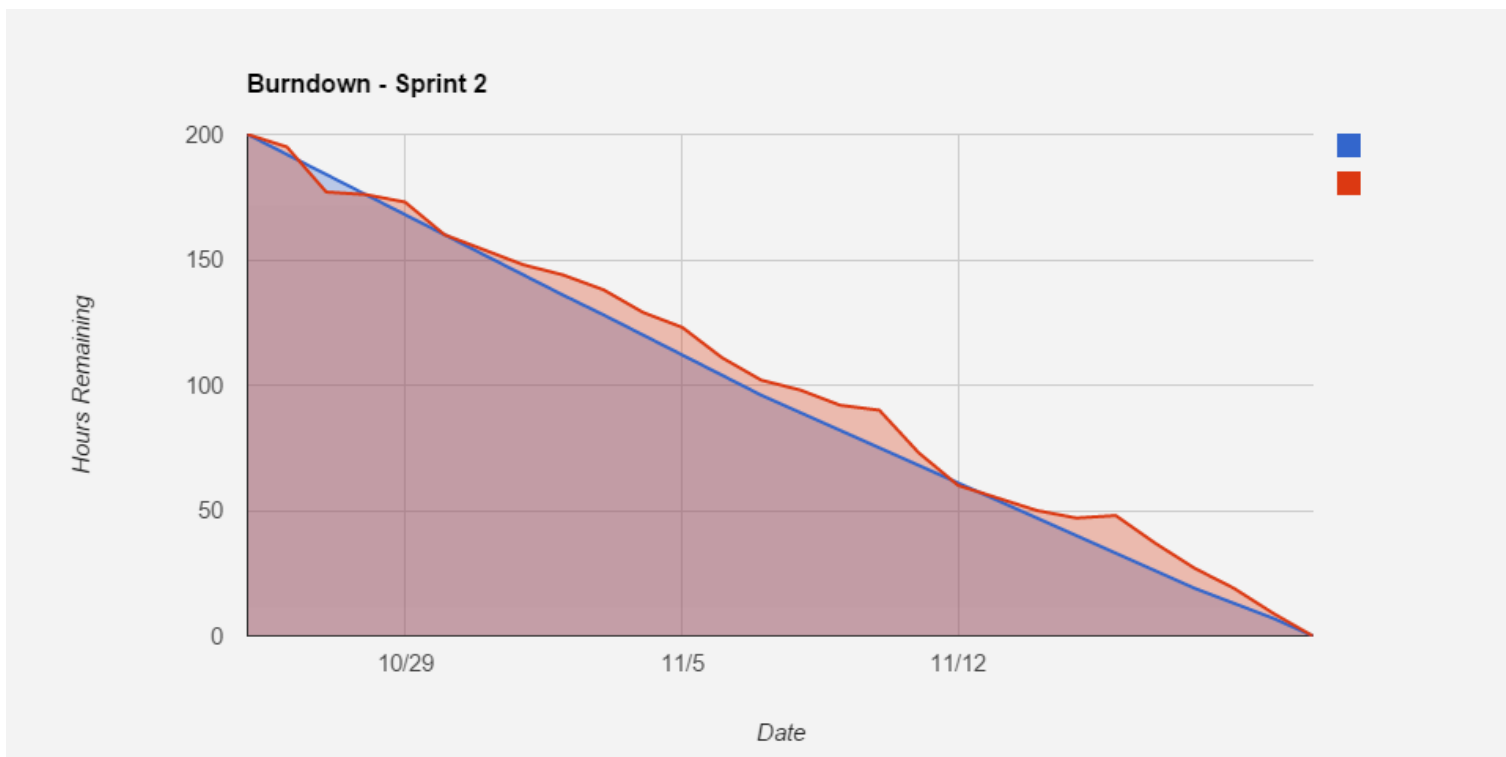- Found problems in design and rectified them in parallel.

What I plan to do next week:

- N/A - [Done with Sprint 2].

Blockers:

- None.

Team's Burndown Chart:

Daily Scrum Task Board:

Backlog Item	Task	Task Owner	Initial Estimate (Total Sprint Hours = 40 x 5)	Week #1 (10 hrs / week)							Week #2 (10 hrs / week)							Week #3 (10 hrs / week)							Week #4 (10 hrs / week)						
				D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16	D17	D18	D19	D20	D21	D22	D23	D24	D25	D26	D27	D28
				10/25	10/26	10/27	10/28	10/29	10/30	10/31	11/1	11/2	11/3	11/4	11/5	11/6	11/7	11/8	11/9	11/10	11/11	11/12	11/13	11/14	11/15	11/16	11/17	11/18	11/19	11/20	11/21
				200	192	184	176	168	160	152	144	136	128	120	112	104	96	89	82	75	68	61	54	47	40	33	26	19	13	7	0
			200	200	195	177	176	173	160	154	148	144	138	129	123	111	102	98	92	90	73	60	55	50	47	48	37	27	19	9	0
As a gamer, I want my fish[Nemo] to be able to roam around in the sea so that it could doodge the larger fishes.	Explore Design Patterns	Noman	10	10	10	8	7	6	5	5	4	5	4	4	4	3	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	Design	Noman	10	10	10	7	8	8	5	7	6	6	6	3	2	2	3	3	2	2	2	1	0	0	0	0	0	0	0	0	0
	Code	Noman	10	10	10	10	10	10	10	8	7	8	8	7	7	7	6	6	5	5	3	3	3	3	3	2	1	2	1	1	0
	Test	Zeeshan	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	9	7	7	7	7	7	7	6	5	4	3	2	0
As a gamer, I want my fish[Nemo] to be able to eat gumballs in sea, so that nemo can go to next level.	Explore Design Patterns	Abdul	10	10	9	9	6	7	5	4	7	5	4	3	2	2	2	2	2	4	1	0	0	0	0	0	0	0	0	0	0
	Design	Abdul	10	10	10	7	8	8	7	6	8	8	7	6	4	4	2	2	2	4	2	2	2	2	2	2	0	0	0	0	0
	Code	Abdul	10	10	10	9	10	10	10	10	10	10	10	9	8	7	6	5	4	4	4	2	5	4	4	3	3	1	2	1	0
	Test	Ramya	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	9	9	9	7	6	6	5	5	4	3	1	0
As a gamer, I want the the special effects to appear on the screen so that the game would be more fun.	Explore Design Patterns	Ramya	10	10	9	7	8	6	6	5	4	3	3	3	3	2	2	2	2	1	2	1	1	0	0	0	0	0	0	0	0
	Design	Ramya	10	10	10	9	8	9	8	7	5	5	5	6	5	4	4	4	5	3	2	2	1	1	1	0	0	0	0	0	0
	Code	Ramya	10	10	10	10	10	10	10	10	10	10	9	8	7	5	5	7	6	5	3	3	3	3	5	4	3	4	2	1	0
	Test	Maithili	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	9	9	8	8	7	8	7	6	6	4	3	1	1	0
As a gamer, I want the gumballs to randomly appear/fall and bounce so that Nemo can eat and grow stronger.	Explore Design Patterns	Zeeshan	10	10	9	7	6	6	6	5	4	3	3	5	4	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Design	Zeeshan	10	10	10	8	9	7	7	6	6	5	4	4	3	2	2	2	1	4	2	0	0	0	0	4	3	0	0	0	0
	Code	Zeeshan	10	10	10	10	10	10	9	9	8	6	5	4	8	8	7	7	7	9	6	4	3	3	1	6	6	4	2	1	0
	Test	Noman	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	9	9	9	8	8	7	7	5	5	3	2	2	1	0
As a gamer, I want Fullscreen / Multimedia i.e. audio/video to be incorporated in the game and the score be updated so that I have an awesome interactive experience.	Explore Design Patterns	Maithili	10	10	9	6	6	7	5	6	5	6	6	5	5	4	3	2	2	1	0	0	0	0	0	0	0	0	0	0	0
	Design	Maithili	10	10	9	10	8	9	7	7	6	6	6	5	4	4	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
	Code	Maithili	10	10	10	10	10	10	10	9	8	8	8	7	7	5	5	4	4	4	3	3	2	3	3	3	2	1	1	0	0
	Test	Abdul	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	8	6	4	4	2	2	2	2	0	0

Team Members	Hours per Week
Zeeshan	10 hours / Week
Abdul	10 hours / Week
Maithili	10 hours / Week
Ramya	10 hours / Week
Noman	10 hours / Week
Total Available Hours During Sprint:	200

Kanbanize Board:

Requested [0/0]	In Progress [0/0]	Done [20/0]
		ID 90 nomaanhaikhan — Nemo should roam in sea and dodge the larger fishes. - Explore design patterns
		ID 91 nomaanhaikhan — Nemo should roam in sea and dodge the larger fishes. - Design
		ID 95 ramya15890 — Add special effects to the game - Explore Design patterns
		ID 99 mohdzeeshanshaikh — Gumballs should bounce and appear randomly. Nemo should eat gumballs - Explore design patterns
		ID 101 mohdzeeshanshaikh — Gumballs should bounce and appear randomly. Nemo should eat gumballs - Design
		ID 104 maithili2110 — implementation of Audio, score updation and fullscreen in the game. - Design
		ID 103 maithili2110 — implementation of Audio, score updation and fullscreen in the game. - Explore design patterns
		ID 93 Malik — Nemo should eat gumballs and go to next level - Explore Design patterns
		ID 87 nomaanhaikhan — Nemo should roam in sea and dodge the larger fishes - Code
		ID 100 mohdzeeshanshaikh — Gumballs should bounce and appear randomly. Nemo should eat gumballs - Code
		ID 89 Malik — Nemo should eat gumballs and go to next level - Code
		ID 96 ramya15890 — Add special effects to the game - Code
		ID 98 ramya15890 — Add special effects to the game - Design
		ID 105 Malik — implementation of Audio, score updation and fullscreen in the game. - Test
		ID 102 nomaanhaikhan — Gumballs should bounce and appear randomly. Nemo should eat gumballs - Test
		ID 97 maithili2110 — Add special effects to the game - Test
		ID 94 ramya15890 — Nemo should eat gumballs and go to next level - Test
		ID 88 mohdzeeshanshaikh — Nemo should roam in sea and dodge the larger fishes - Test
		ID 106 maithili2110 — implementation of Audio, score updation and fullscreen in the game. - Code
		ID 92 Malik — Nemo should eat gumballs and go to next level - Design

[0] BACKLOG

[0] ARCHIVE