Sprint 1 Report, **TanzElephant**, **Team Elephant**, **October 18th, 2013**.

Actions to stop doing:
There are no actions to stop doing because we are working independently with Unity 3D at this stage of development.

Actions to start doing:
The team would like to get into the habit of meeting at our new regular meeting times that our TA helped us established because we had a difficult time deciding on times for our weekly Scrum meetings. The team will share additional contact information in case members are not reachable by email because that happened once or twice this last sprint.

Actions to keep doing:
The team is really responsive when communicating by email, and plans to continue utilizing this as a method of communication. We should continue to attend all scheduled meetings on time because attending meetings is an important part of our development framework. We should continue sharing tutorials and information about Unity with each other because we are all continuing to learn the technology.

Work completed/not completed:
We had one user story for this sprint and it was completed. The user story was as follows:

> *"As a programmer, I need to familiarize myself with Unity so that I know how to use the Unity editors and how to do basic scripting."*

There were no user stories that were not completed for this sprint.

Work completion rate:
Number of users stories completed: 1 out of 1
Number of estimated ideal work hours completed: 8.5 per team member
Number of days during the prior sprint: 16 days
Number of user stories completed per day: $\frac{1}{16}$ user stories per day