Sprint 1 Report: Speed Hacker

Team: 1WPM (Jasper Yeh[PO], Joshua Shier[SM], Anisha Trivedi, Emilio Angeles)

Sprint Completion Date: April 24, 2018

Revision #1

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Actions to Stop Doing:

1. Late to SCRUM meetings. Some team members were only a couple of minutes late, but because SCRUM is only 15 minutes, being late is extra impactful.

Actions to Start Doing:

1. More team project work times throughout the week. We work very well together in person so we need more time together in person.

2. Spread out SCRUM meetings more evenly throughout the week because we have SCRUM with the TA now on Tuesdays. This week we had SCRUM on Monday and Tuesday, and we will have another SCRUM on Wednesday, so we need to spread out SCRUM meetings.

Actions to Keep Doing:

1. Constant communication with each other. Continue to communicate about meeting times, times when we can't make meetings, and about the project in general.

2. Asking for help when help is needed. Members are still learning Unity so we need to continue using members who do know Unity as a resource.

3. Team project work times work very well because we can give each other help in person, which is much easier than trying to explain solutions online.

Work Completed:

1. As a user, I want to type characters using my keyboard and have them displayed on my screen so I can see what I typed.

2. As a user, I want to see text on the screen so I know what to input into my keyboard.

3. As a user, I want to see a basic user interface so I can start, restart, and exit the game.

Work Completion Rate:

User Stories Completed: 3

Total Estimated Ideal Work Hours Completed: 20

Total Number of Days in Sprint: 12

Burnup Chart: