Team Sprint 1 Results and Sprint 2 Planning

Team: Error 404 Name Not Found

Project: Tetris Game

Sprint 1: September 8 – October 13, 2025

Sprint 2: October 20 – November 23, 2025

Team Sprint 1 Results

📊 Sprint 1 Metrics

- **Total Team Lines of Code (LoC):** 2,442 (excludes starter_code)
- **Number of Team Features Completed:** 8
- **Number of Team Requirements Completed:** 8
- **Team Burndown Rate:** 88.9%

👥 Individual Member Contributions

- **Anna Dinius:** LoC 1,434, Features 2, Requirements 2
- **Cody King:** LoC 832, Features 3, Requirements 3
- **Owen Newberry:** LoC 176, Features 3, Requirements 3

🎯 Sprint 1 Goals Achieved

Sprint 2 Planning

🎯 Team Sprint 2 Goals

1. **Implement scoring system** with line clear bonuses and session high score tracking
2. **Add next piece preview display** for better player planning
3. **Implement pause/resume functionality** with visual indicators
4. **Create difficulty levels** with increasing fall speed and scoring multipliers
5. **Enhance game over screen** with detailed stats and start screen with controls
6. **Add ghost piece preview** showing where current piece will land

📊 Sprint 2 Metrics

- **Number of Team Features Planned:** 6
- **Number of Team Requirements Planned:** 35

Repository Information

- **GitHub Repository:** https://github.com/jeffreyperdue/ase-420-team-project
- **Canvas Team Page:** https://nku.instructure.com/courses/81924/pages/error-404-name-not-found?module_item_id=3726700

Team Rules

- Be on time to meetings
- Respond to all team communication ASAP (max 24 hours)
- Submit weekly updates on Canvas
- Commit code to GitHub regularly
- Be respectful and accountable
- No surprises
- Start Early, Finish Early

This document serves as the comprehensive summary of Team Error 404 Name Not Found's Sprint 1 achievements and Sprint 2 planning for the Tetris game development project.