

Sprint 2 Report
ChemPuzz
Chemistry Sux
July 16, 2019

What we should stop doing:

As of right now, the team is on track with the project. Everyone has been doing their tasks quickly. The meeting times are fine and work with everyone's schedules.

Actions to start doing:

We need to start a more extensive list of what needs to be done for each sprint. We have a scrum board. But we now need to break down what we have on the scrum board even more to figure out what smaller tasks we need to do to complete the bigger tasks.

Actions to keep doing:

We need to keep constantly updating each other on what we need to do and what we have completed. We also need to keep working at the same pace.

Work Completed:

1. As a player I want a retry button in case I fail a level so I won't have to start over.
2. As a player I want the drag and drop feature to be implemented so I can play the game and complete levels properly.
3. As a player I want the collider to be implemented so I can play the game and complete levels properly.
4. As a player I want some instructions to teach me how to play the game, so that I learn more about chemistry in a new way.

Not Completed:

1. As a player, I want a way to transition to the next level when I finish my current level.
2. As a player, I want additional levels to make the game more complete.
3. As a player I want a timer to make the game more challenging and exciting for me.
4. As a player I want a score tracker to make the game more challenging and exciting for me.

Work Completion Rate:

- 4 user stories completed
- Total work hours for second sprint: 18 hours
- Number of days for the second sprint: 5
- User Stories: 1-2 per day
- Hours Per day: about 4-5 hours