Sprint 3 Report
Call Of Adventure

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Actions To Stop Doing
- Again no adding of new features, since this is the final sprint we need to focus on completing and polishing what we have.
- Lack of communication: in several cases we have had team members arrive very late or not at all with no warning. We need to communicate better about what is going on in these situations.

Actions to Start Doing
- Finish up the unity part of the game and general polish of web pages.
- Finish up bug testing.
- Work on our communication, try to keep scrum board and other charts up to date.

Actions To Keep Doing
- Working hard: Team members are working hard to get tasks done on time.

Work Completed
- Formating of all webpages, they look good and are polished.
- User can change the cost to hire them.
- Items can be sold for gold. These Items will appear in the shop for other players to buy. Weak items will be added to make sure there is a stock of some items.
- Combat system in unity is done, user can use special abilities.
- Monsters have basic combat AI.
- Walking part of game: user can move around and find the chest to complete the quest.
- User will encounter enemies they will have to fight to complete the quest.
- Monster difficulty is based on the quest difficulty.

Work Not Completed
- None

Work Completion Rate
- Total Number of USer Stories Completed: 10
- Total Number of Ideal Work Hours: 68

- Total Number of Days in Sprint: 15
- Average Work Hours/Day: 4.5