

Sprint 1 Report Call Of Adventure

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0.1 Actions To Stop Doing

- Mainly, we would like to avoid large amounts of planning going into sprint 2. There were many hold-ups in production because of excessive deliberation on the design of the app, and with sprint 2 being a fair bit larger than sprint 1, we would like to hit the ground running without worrying too much about that.

Mostly because of our lack of experience in web application development, there wasn't much of an initial plan for the design of the website, and there was a lot of confusion as to what individual people should be doing. But in preparation for this next sprint, we have already written up significantly more detailed plans which will hopefully streamline the work process. Of course, replanning might be inevitable if problems occur (people can't get certain features done, etc), in which case we plan to make quick decisions rather than lengthy ones.

0.2 Actions To Start Doing

- We should have more group work sessions, since this sprint will be much more work intensive than the previous sprint. But for this next sprint, it may not be necessary to have the whole group meet, as the user stories for the coming sprint are separated into two main parts that use two different infrastructures and require different skill sets.
- We should create a sub-organizational scheme for the two separate parts. Thankfully, we have people with experience in either field, so hopefully this organization should not be too painful. However, we will make sure to still meet all together as well, as the two groups are still related in very integral ways.

0.3 Actions To Keep Doing

- We should definitely keep meeting all together as much as we are, as mentioned in the previous section. If nothing else, the psychological aspect of being able to see clearly how the project is progressing is worth it.
- We should also definitely keep learning. While the team has achieved a very strong basic understanding of web2py and web development, there are still many things that can be implemented to refine the app even more. In a larger sense, this is still a class, so learning new things, even if you could be doing something you already know how to do, is also encouraged.

0.4 Work Completed

- User can create an account to keep track of their items, gold, stats, etc.

- User can customize their character aesthetically to distinguish themselves from other users.
- User can take quests to get gold and loot.
- User can equip items to improve their character.
- User can purchase items from the store with gold to improve their character.
- User has a choice of many different kinds of items to diversify the strategy aspect.
- User can hire other users to help them on their quests.
- Different kinds of equipment give different advantages, making the user strategize about which items to use.
- Design mini-game for quests to streamline full production of game in next sprint.
- Embedded mini-game communicates with the database so that the user can be represented accurately in the game.

0.5 Work Not Completed

- None.

0.6 Work Completion Rate

- Total Number of User Stories Completed: 10
- Total Number of Ideal Work Hours: 55
- Total Number of Days in Sprint: 21
- Average Work Hours/Day: about 3

Sprint 1 Burnup Chart

