

**Sprint 3 Report: Script Scribble**  
**Team Name: Scribblers**  
**Sprint Completion Date: 11/19/2017**

*Actions to stop doing:*

We need to stop taking breaks in between tasks because this sprint, a lot of us had midterms and it's messing up our schedule. We spent more time studying than working on project. So if we kept on taking tasks and move forward then we will have less conflicts with other classes.

*Actions to start doing:*

The team needs to start testing the code for the project. We have the components for the blocks of our game. We need to start testing the logic of each block so that it gives the correct outputs. We need correct outputs so that we can move onto making more modes for the game.

*Actions to keep doing:*

We are actively learning how to code the project. In the beginning, some of the members didn't know how to work with android studios. Now, we can divide tasks among ourselves and make small parts of the project. It's proficient to keep learning and as a team we are doing a good job helping each other in our code.

*Work Completed:*

*1. As an instructor, I need a program that I could use to demonstrate coding logic simplistically to younger audiences.*

- a. Make a Block Menu Class [4]*
- b. Back to Main Menu Button [1]*

*2. As a user, I need to see animations when I put blocks together, so that I know what the code does.*

- *Function for Snapping Blocks into place [2]*
- *Output Window [5]*
- *Obstacles [3]*
- *Create Block Images [5]*
  - i. Control Blocks*
    - 1. If-else statements*
    - 2. While loops*
  - ii. Statement Blocks*
    - 1. MoveBlock*
    - 2. RotateBlock*

*III. Condition Blocks*

1. *RightSpaceIsOpen*
2. *LeftSpaceIsOpen*
3. *UpSpaceIsOpen*
4. *DownSpaceIsOpen*

#### *IV. Relation Blocks*

1. *AndBlock*
2. *OrBlock*
3. *NotBlock*

#### *V. Event Blocks*

1. *RunPressedBlock*
2. *ButtonPressedBlock*

*Work Not Completed:*

Characters [3]

*Work Completion Rate:*

6 tasks completed / 7 tasks : 85%