

## **Sprint 2 Report - 11/5/17**

**Group:** LFGames

**Members:** Jonathan Chuang, Anubhav Murali, Thomas Shum, Lucas Dekker, Joseph

**Actions to stop doing:** Stop allowing the daily scrum meetings to run so long. Sometimes we are there for an hour. We need to be focused and get to the point quickly because the meetings don't seem to be as effective as possible when we run that long and the extra meeting time isn't really providing anything beneficial.

**Actions to start doing:** Be more organized. We need to update our scrum board at our scrum meetings more often and should really be talking about our tasks and what we are all doing so that it's clear what everyone in the group is doing and how it all ties together. Right now it feels like we are freelancing too much instead of having a focused and direct approach which is the point of scrum.

Start coding together more often. Right now we just have our meetings where we talk but we don't really do any work. We should do work together so that we can help each other out and get things done quicker.

Estimate our tasks and how long things are going to take better. It feels like we fall behind sometimes because we underestimate the work and how long it will take.

**Actions to keep doing:** Keep communicating well. We are always quick to respond to each other whenever we have updates or questions.

### **Work Completed:**

1. As a player, I want to see the basic layout of most of the UI elements in at least the menu, so that I will have an idea of how the menu will function.
2. As a player, I want to see a level in the making with level effects that trigger on player interaction, so that I can better interact with the game.
3. As a player, I want to have an animated game entities with a consistent aesthetic so that gameplay is more lifelike.

### **Work Not Completed:**

1. As a player, I want to see the character colliding and reacting to game elements, so that I can better move about the level.

### **Work Completion Rate:**

- User stories completed: 3
- Ideal work hours completed: 15
- Sprint Length: 14 days
- 4.66 days per user story completed
- Ideal work hours per day: ~1 hour a day