

Sprint 4 Report - 12/3/17

Group: LFG Gamedevs - RED TEAM

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Actions to stop doing: Being less responsive at the beginning of the sprint. While it is understandable that we'd want to have a break after clearing each sprint, it just pushes off the rest of the work till the 2nd half of the new sprint. As a result, we're put under more pressure to not miss the sprint deadline, and afterwards, we're tired yet again and inclined to repeat putting off work on the next new sprint. We can break the cycle instead.

Actions to start doing: Transition to beginning tasks earlier if possible.

Actions to keep doing: Continue updating the scrum board and keeping in contact about any possible issues and conflicts.

Work Completed:

1. As a player, I want to hear the game's audio work with the game perfect harmony so that I can fully enjoy the audio and visual part of the game.
2. As a player, I want to see a complete structure that represents the completed game with no inexplicable dependencies to outside structure, so that I do not have to consider anything else and can just enjoy the game.
3. As a player, I want to play a game that gives the impression of being debugged, QA tested, and polished so that I can enjoy the game.

Work Not Completed:

N/A

Work Completion Rate:

- User stories completed: 3
- Ideal work hours completed: 12
- Sprint Length: 14 days
- 4.66 days per user story completed
- Ideal work hours per day: ~0.86 hour a day