

Sprint 3 Report - 11/6/17

Group: LFG Gamedevs - RED TEAM

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

Actions to stop doing: Stop working solo on our various tasks (as opposed to working and communicating with the team).

Actions to start doing: Communicate more regarding issues that we are having with our tasks.

Actions to keep doing: Continue staying organized and keeping the scrum board up to date.

Work Completed:

1. As a player, I want the game to have physics that not only come across as consistent, but good to interact with, so that the game feels good to play.
2. As a player, I want to see a variety of art assets in a consistent, beautiful style with animations appropriate for their contexts, so that the visuals make sense and are enjoyable
3. As a player, I want to have a mostly finished UI, so that I can gain information from the UI and also navigate menus.

Work Not Completed:

1. As a player, I want to be able to play through a fully playable (and acceptably buggy) version of the game with single large level completed, so that I can have a decent sized level to explore
2. As a player, I want to have animated enemies to interact with so that I have an additional level of complexity to deal with.

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