

## **Sprint 1 Report**

**Product:** Project Red

**Team Name:** LFG Red Team

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

**Actions to stop doing:** We need to stop changing our minds about which software we'll be using to develop our product and instead commit to our decisions so we are all working on the same page.

**Actions to start doing:** We need to be more flexible about our availability so that we can meet more regularly and be available for longer.

**Actions to keep doing:** We need to continue to develop our skills and familiarity with the software we will be using in order to develop our product. We need to continue to communicate via discord about our progress and cooperate on developing a plan for tasks that will incorporate multiple systems and thus multiple team members.

### **Work completed:**

1. As a player, I want to be able to move the player character left, right, and jump up and down without collisions, so that I can progress through the level.
2. As a player, I want to be able to see background art and platforms drawn onto the screen so that I have a sense of place.
3. As a player, I want to see images loaded and drawn so that I can get an idea of what the final visual aesthetic will look like.

### **Work not completed:**

1. As a player, I want to see UI elements drawn onto the screen so that I can see what the menus will contain.
2. As a player, I want sounds to be working so that I can hear at least a single sound.

### **Work completion rate:**

- User stories completed: 3
- Ideal work hours completed: 13
- Sprint Length: 14 days
- 4.66 days per user story completed
- Ideal work hours per day: ~1 hour a day