Sprint Report 2 - Loops on Loops - Minecraft Marine Mod – 11/12/14

<u>Actions to Stop Doing</u>

- Procrastinating on work: Without solid deadlines, we tend to procrastinate on work or just progress at a leisurely pace. Part of this was attributed to Sprint 1 starting before we could even meet with our sponsor.

    - Progress was made in Sprint 2 but we were slightly hindered by the models and using Techne.

<u>Actions to Start Doing</u>

- Group lab sessions: We should start some group lab sessions with Joe so that we can get the help we need. It seems we could benefit from a lab where Joe (from MakersFactory) can look over our shoulders and answer common questions that we have brought up during our SCRUM meetings.
- Discussing good practices: We should come up with good practices for coding in Forge. There can be housekeeping at least with how we organize our code and how similar entities can be programmed similarly (i.e. functions take care of the same actions for similar animals).
- Probably start holding our meetings in a more centralized place. We currently meet on campus but only one of our members lives on campus.

    - We need to learn the model and render Java code much more in depth. We should rely on Techne for our models less, and use it more as a visualization tool.
    - We can also get ideas from decompiling models found elsewhere

<u>Actions to Keep Doing</u>

- Scheduling our meeting times late afternoon/evening: The meetings are scheduled at a convenient time for everyone and the meetings are split apart enough for us to get work done in between.

- Meeting timing: Our timing is on point. Our meetings don't run on and stay on track all the time. We're happy overall that we can get the agenda done and have time to discuss programming issues.

- Discussion outside of meetings: We keep a conversation going outside of meetings at all times and I think that is very conducive to a cohesive, hard-working team. It also helps since we are all developing entities and the work will overlap.

Work Completed

- We have mostly finished work on the models of our entities and are starting on animating our entities and making sure the entities act properly. We are struggling on finding methods of creating animations as Minecraft doesn't have a clear-cut, simple way to animate entities outside of default AI. No user stories are completed yet, however we expect to finish a few user stories very shortly.

Work Completion Rate

- Total Number of User Stories Completed: 0 (lots of work has been done on a few user stories however)

- Total Estimated Ideal Work Hours: 54 (between 6 team members)

- Total Number of Days During Prior Sprint: 13

- SCRUM Board: http://scrumblr.ca/Loops%20on%20Loops