Sprint Report 3 - Loops on Loops - Minecraft Marine Mod – 12/10/14

Actions to Stop Doing

- Skipping or showing up late to meetings

- Progress was made in Sprint 3 but we ran into a lot of trouble trying to program the AI of the entities. Sometimes different variables and functions would conflict.

Actions to Start Doing

- Working more with Joe (our sponsor): Joe had some great ideas that we could have expanded on.

- Code together: if we code together we can have even better communication and really solve our problems as we encountered them.

- Learn more about the interaction of different functions. This will require looking at the basic entities and the code that causes the actions.

- 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).
    - Start utilizing object oriented development practises to promote future development (i.e. different species of seals will likely have similar characteristics).

- Probably start holding our meetings in a more centralized place. We currently meet on campus but only one of our members lives on campus.

Actions to Keep Doing

- Participating in during meetings: Everyone is very active and responsive during meetings which makes it very productive and quick.

- Constant communication on Facebook Chat (IM)

- Having fun light hearted conversations that make working together fun.

- Troubleshooting and sharing techniques together.

Work Completed

- We have created working prototypes of our entities. The entities have most of the stated functions that we started out to achieve.

Work Completion Rate

- Total Number of User Stories Completed: 3

- Total Estimated Ideal Work Hours: 360 (between 6 team members)

- Total Number of Days During Prior Sprint: 28

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