Sprint 2 Report

Team: The WorldBuilders
Product Name: WorldBuilder
Date: 11/2/19

Actions to stop doing:
- Stop overestimating how much we can accomplish

Actions to start doing:
- Start being more mindful of estimated hours in sprints
- Start committing more frequently
- Start pushing onto Github more frequently

Actions to keep doing:
- Keep communicating well
- Working diligently
- Using git branches

Work Completed:
- As a user I would like to parameterize world generation
- As a user I'd like to be able to interact with the application without learning unix

Not Completed:
- As a GM I would like to be able to generate a fine scale map

Work completion rate:
- Total number of user stories completed during the prior sprint:
  - 2 user stories
- Total number estimated ideal work hours completed during the prior sprint:
  - 31 hours
- Total number of days during the prior sprint:
  - 14 days
- For the previous sprint, the user stories/day and ideal work hours/ day figures should be reported
  - User stories per day: 1/7 stories per day
  - Ideal work hours per day: 2.21 hours per day