

# Sprint 3 report

Sprint 3 Scrum Master: Weiyi Xia

Product Name: Tetris X

Team Name: Spirit

Sprint 3 due: 7/24/2017

Revision number: 1

Revision date: 7/24/2017

## Actions to stop doing:

The team should stop developing the online ranking. We complete the most part of this function: the game will create a json file that stores user email and score and upload it to firebase database after gameover. It can retrieve the data of top 5 users from database. However we cannot parse the datasnapshot object retrieved from database or convert it to string. Thus the game cannot show the ranking.

## Actions to start doing:

The Sprint 3 due 7/24, and the acceptance test due Wednesday, and I think the project is finished. We begin to prepare for the presentation and acceptance test this week.

## Actions to keep doing:

The Sprint 3 due 7/24, and the acceptance test due Wednesday, and I think the project is finished. We keep debugging and testing our project for the acceptance test.

## Work completed:

1. As a user, I want to play again after the game is over and be able to select other difficulties.  
We have to use unity to code a function to restart the game. (1)  
We have to apply several difficulties. (1)  
Total user story: 2 hours
2. As a user, I want to quit the game anytime in order to have a better gaming experience.  
We have to use unity to build the quit functions. (2)  
Total user story: 2hours
3. As a user, I want to go back to the login page and be able to login with other account.  
We have to build a function to switch the account. (1)  
We have to use the unity to build the login and register page again. (1)  
Total user story: 2 hours

## Work not completed:

1. As a user, I want the database server to send data back in order to show the online ranking for me.  
We have to learn the firebase strategies. (1)  
We have to apply and use firebase server to send data back and show the ranking. (2)  
Total user story: 3 hours

## Work completion rate:

total user stories completed: 3/4

Total User Story Tasks Completed: 6/9

## Final Burnup Chart

