

**Heading:**

Sprint 3 Report

D&D DM Toolset

The Fighting Mongooses

5/18/21

**Actions to stop doing:**

- Going too off-topic during the Daily Scrum Meeting, because it is causing these meetings to go over the 15 minute time limit.
- Placing Scripts outside of the Scripts/ Folder, because it can be difficult to navigate the project structure, especially when every file and directory has a meta file.

**Actions to start doing:**

- Hold an optional secondary meeting after the Daily Scrum Meeting discussing any of the topics that should not be covered during the Daily Scrum Meeting, so that the Daily Scrum Meeting can be kept within the time limit and be on topic.
- Create new components as Unity Prefabs so that the prefab can be modified without modifying the actual scene, because modifying the actual scene is susceptible to merge conflicts.

**Actions to keep doing:**

- Keep writing unit tests to ensure that we aren't accidentally breaking functionality as we are adding features.
- Keep reporting on the work that you are doing via Discord so that other team members are updated on the progress of the user story.
- Reviewing pull requests as needed to so that implemented features can be tested by multiple machines before merging to dev.

**Work completed/not completed:** (as a list of user stories)

- Work Completed:
  - As a DM, I would like to save all my information very quickly so that I don't have to redo this every time the app starts.
- Not Completed:
  - As a DM, I would like to have a cleaner, less overwhelming means of recording info about players and encounters so that my mind can be freed up to improve the narration and atmosphere for the players

**Work completion rate:**

- Total number of user stories completed during the prior sprint: 1
- Total ideal work hours completed during the prior sprint: 38.8
- Total number of days during the prior sprint: 14 days (2 weeks)
- ~0.07 user stories per day for this sprint.
- 2.77 ideal work hours per day for this sprint.

- 0.25 average user stories per day over all completed sprints to date.
- 2.98 average ideal work hours per day over all completed sprints to date.
- Burnup Chart:

Project Burn-up Chart

