

# Sprint 1 Report

Not Zombies

Team CCRAM

February 3, 2015

## Actions to stop doing:

- Stop redesigning our tasks every time we meet up
- Stop hoarding changes to the code so that when we commit it doesn't mess up everything we currently have.
- Stop being late to Scrum meetings.

## Actions to start doing:

- Start getting small tasks done during the week so we can get major tasks done over the weekend in our project jam.
- Start having smaller tasks instead of combining a few different tasks into a large task for someone.
- Extensively plan out our Sprint with multiple tasks to always be done.
- Have more project jams because we got more work done, but also have a time cap because after too much time we became unproductive.

## Actions to keep doing:

- Coagulating. Jelling.
- Be proactive by working on a new task when you finish all of your tasks, even if it wasn't assigned to you.
- Communicate well between one another when working/asking for help.

## Work Completed:

1. As a gamer, I want to be presented with a menu when I start up the game so that I can navigate to different game screens.
2. As a gamer, I want to be able to use the keyboard so that my character moves.
3. As a gamer, I want a large regional open world so that I may explore it.

## Work Not Completed:

1. As a developer, I want to implement an inventory with a weight limit so that the player can only have limited items at the same time.

## Work Completion Rate:

User Stories Completed: 3

Work Hours Completed: 90  
Days: 20

Stories/Day: 0.15  
Hours/Day: 4.5