

Sprint 2 Report

Not Zombies

Team CCRAM

February 24, 2015

Actions to stop doing:

- Stop extending our deadlines for tasks when we have a lot of work for other classes.
- Stop spending valuable time playing Evolve and use that time to work on our game.
- Not updating the burndown chart.

Actions to start doing:

- Complete documentation at reasonable deadlines.
- Using the Scrum board more effectively.
- Start having a cutoff time for our game jams, we found we don't get work done after a certain number of hours.

Actions to keep doing:

- Coagulating. Jelling.
- Keep learning from our mistakes, I feel this sprint much smoother with the experience from Sprint 1.
- Coming up with tasks for everyone in each Scrum meeting.

Work Completed:

1. As a player, I want an inventory so that I can see and select all items I've obtained.
2. As a wounded survivor, I want food that I can eat so that I can restore health and be stronger.
3. As a survivor, I want weapons to attack the enemies so that they die.
4. As a survivor, I want to be able to use my weapons to attack the enemies so that they die.

Work Not Completed:

1. As a survivor, I want a realistic world that has a day and night cycle.

Work Completion Rate:

User Stories Completed: 4

Work Hours Completed: 88

Days: 20

Stories/Day: 0.20

Hours/Day: 4.4