

Sprint 3 Report

Not Zombies

Team CCRAM

March 10, 2015

Actions to stop doing:

- Stop wasting time on tasks we can't figure out by ourselves. Stop spending more than 1.5 hours struggling on a task.
- Stop spending valuable time playing Evolve and use that time to work on our game.
- Not updating the burndown chart.

Actions to start doing:

- 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.
- Have more jams every week because it's the place we get the most done and the get most of our tasks merged together.

Actions to keep doing:

- Coagulating. Jelling.
- Keep learning from our mistakes, I feel this sprint much smoother with the experience from Sprint 1 + 2.
- Ensure everyone has a task every Scrum meeting and answer any questions any team member has.

Work Completed:

1. As a player, I want to have enemies that I can fight so that I can obtain better equipment and progress in the game.
2. As a survivor, I want to have a day and night cycle to change gameplay and enemy interactions.
3. As an explorer, I want there to be a complete, populated map with transitions between them so I can explore the dynamic game world.

Work Not Completed:

1. Resolve the end-game.

Work Completion Rate:

User Stories Completed: 3

Work Hours Completed: 74
Days: 20

Stories/Day: 0.15
Hours/Day: 3.7