Sprint 3 Report

Rocket Slug

Team Rocket

7/22/17

The group acknowledged that we all must start showing up on time and being punctual to all SCRUM meetings, and meetings between the group for miscellaneous things because meetings are less effective that way. The team also needs to try and stay on topic always when working together on the project, those are wasted hours.

If the team could, considering it is sprint 3, the team needs to make more work sessions in order to get more work done. Everyone on the team should be contributing during meetings so we get more input. The team needed to have known the learning curve from learning Unity. Also, the team needs to get more help from the TA’s.

What the team is doing well is communication when something is hindering, or there is a general question, this helps the team build a strong relationship and facilities work hours. The team needs to continue doing work sessions as most work done has been done through work sessions.

The basic functionality was completed for the game. Refer to scrum board, there’s a link to it on github. None of the functionality for teachers, no different levels, no different obstacles. No variety in the question difficulty.

