Sprint 1 Report
Online DnD
Roshambo
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Actions to stop doing:
- Forgetting about the documentation aspect of agile principles

Actions to start doing:
- Now that we've completed most of the initial framework we can branch more user stories into tasks.
- We also need to schedule the tasks better (opposite of procrastinate)
- We need to keep track of deadlines
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Actions to keep doing:
- Keep on having consistent meetings
- Meeting area works well
- Pair programming works well

Work Completed:
- As a player, I want to have a grid system so that I can see the game environment.
- As a player, I want have a server and user system so that I can be able to play online.
- As a player, I want to have a built in way to communicate with other players for people playing online.

Work not completed:
- As a player, I want to have multiple sessions I can switch between.
- As a player, I want to see the chat and grid side by side.

Work completion rate:
- Scott: Total ideal work time: 20 hours
- Brandon Gomez: 20 hours
- Brando Hernandez: 15 hours
- Dan: 15 hours
- Justin: 12 hours
- Total Hours: 62 hours / 7 scrums = 8.85 hours between scrums
- 3 completed user stories / 15 days = $1/5$ User Story per day