

Sprint 3 Report Online DnD Roshambo March 3, 2016

Actions to stop doing:

- communicating less about our work.
- shorten scrum meetings (hold separate meetings if we need)

Actions to start doing:

- Backup files more often
- Understand other group members work for integration purposes
- Have the most complete (integrated) version of our app in the master branch
- Do more pair programming (or more people)

Actions to keep doing:

- Keep learning web2py (never STOP learning)

Work Completed:

- As a developer, I want to refine the play area and grid so that the player can have a smooth experience.
- As a Dungeon Master, I want to have authority over the board.
- As a user, I want to have a polished website application, so that there it is a nice experience for me to use the app.

Work not completed:

- As a user, I want to be able to use information from my character sheet directly (macros), so that there will be smoother game play.
- As a player, I want to be able to learn the rules and systems of the game in the app so that I can actually play Dungeons and Dragons.
- As a player, I want to be able to chat with other players privately.

Work completion rate:

- Scott: 12 hours
- Brandon Gomez: 17 hours
- Brando Hernandez: 12 hours
- Dan: 13 hours
- Justin: 12 hours
- Total Hours: 66 hours / 21 days = 3.14 hours per day
- 3 user stories/ 21 days = 0.14 User Stories per day