**Sprint Planning:**

Sprint 1 : Yamato Civilizacion

Sprint implementation days : 7 days (23/09/2015 – 30/09/2015)

Trend calculated based on the last: 7 days

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Task name | Story ID | Responsable | Status | Planned hours | Worked effort | | | | | |
| Modelar 1 Civil + 1 Militar | 1 | Iustin Gheorghe | Done | 8h | 2h | 6h | 12h |  |  |  | |
| Larry  Cardenas | Planned | 8h |  |  |  |  |  |  | |
| Textura 1 Civil + 1 Militar | 2 | Bru Mas | Done | 8h |  |  |  |  |  |  | |
| Animar 1 Civil + 1 Militar | 3 | Juan Miguel Arias | Ongoing | 8h |  |  |  |  |  |  | |
| Juan Manuel Morales | Ongoing | 8h |  |  |  |  |  |  | |
| Sonido 1 Civil + 1 Militar | 4 | Sara Garcia | Planned | 8h |  |  |  |  |  |  | | |

Note: Status may be Planned, Ongoing, Done, Issue.

**General Sprint Planning**

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| --- | --- | --- |
| Sprint ID | Sprint duration | Sprint Objectives |
| 1 | 7 days | Modelar, pintar y animar un personaje civil  y otro militar para la civilización Yamato. |
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|  |  |  |

**Sprint Backlog:**

To be commented with the other teams.

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| --- | --- | --- | --- | --- | --- | --- |
| Story ID | Story name | Status | Size | Sprint | Priority | Comments |
|  |  |  |  |  |  |  |
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