

Sprint 3 Report

Supreme Committee, 12/5/13, Fork In The Road

Actions to stop doing:

We could not think of anything we needed to stop doing. We feel that at this point we have worked out what has not worked well for us.

Actions to start doing:

Start cleaning up code earlier.

Do an actual code review.

Actions to keep doing:

Keep having more group coding sessions. We got a lot done during them.

Keep communicating well as a team and everyone seems passionate about making a cool product.

Everyone stays up to date on email and our git repositories. Overall I've found working with this group to be enjoyable and easy.

Keep testing.

Work completed/not completed:

Completed:

(13) As a developer I want extensive testing for my game in order to eliminate bugs and get suggestions/feedback on what needs improvement.

(13) As a developer, I want to add more features to the parser so it is easier to use and more complete.

(8) As a developer and player, I want improved manuals and documentation for the game.

(5) As a game player, I want pretty images for icons, buttons, maps, etc, and a generally polished GUI so that I can enjoy the visual appearance of the game while I play.

(1) As a game player, I want my game to have background music so that I am immersed in the game world and affected by the game emotionally.

Not Completed:

None.

Work completion rate:

Testing in 14 days

Extending parser in 2 days.

Manuals and documentation in 4 days.

Pretty images, etc. in 2 days.

Background music in 1 day.

Approximate Hours Per Day:

1 hour per day to finish testing.

4 hours per day to finish parser features

2 hour per day manuals and documentation.

2 hours per day for pretty images.

2 hours per day for background music.

Total number of user story points: 40

Total number of ideal work hours: 36

Sprint 1

User story points per day: 2.2

Ideal work hours per day: 1.4

Sprint 2

User story points per day: $34/19 = 1.8$

Ideal work hours per day: $45/19 = 2.4$

Sprint 3

User story points per day: $40/30 = 1.3$

Ideal work hours per day: $36/30 = 1.2$

Average across all sprints:

Average user story points per day: 1.77

Average ideal work hours per day: 1.67