Sprint 2 Report

Supreme Committee, 11/5/13, Fork In The Read

Actions to stop doing:
Try to not have several people making commits on Git at the same time. There were problems with pushing while many people were trying to commit at the same time.

Actions to start doing:
Improve the quality of our deliverables. Making things look pretty.
Start maintaining the GitHub issues page better so we can have an idea of what is being worked on or completed when we don't have access to the burnup chart.

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.

Work completed/not completed:
Completed:
(5)As both a developer and player I want an extensive manual/documentation to troubleshoot issues, allow for modification, and have a basic introduction on how to play the game.
(2)As a game developer, I want to extend the features/actions supported by our variables in order to allow for greater customization.
(8)As a game player, I want to be able to save my games so that I can come back to it at any time.
(8)As a game player, I want a polished GUI that makes interaction with the game intuitive and easy.
(11)As a product owner, I want a sample game so I can demonstrate the product.

Not Completed:
None.

Work completion rate:
Manual/Documentation in 3 days
Extending variable features in 1 day.
Implement save/load game in 14 days.
Polish GUI in 3 days.
Sample game in 5 days.

Approximate Hours Per Day:
1 hour per day to finish manual/documentation.
4 hours per day to finish variable features
1 hour per day for save/load.
2 hours per day for polishing GUI.
1 hour per day for sample story.

Total number of user story points: 34
Total number of ideal work hours: 45

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 1 and 2 Average
Average user story points per day: 2
Average ideal work hours per day: 1.9

Sprint 2 Burn-up Chart