Team Too Ambitions - Sprint 1 Report
with updated Burndown Chart & Scrum Board

What things should we stop doing, or why are we satisfied with our progress?
Although we had a slow start (from setting up IDE's, frameworks, repositories, sprint plans) we are satisfied with our work and progress since we have completed most of the tasks associated with Sprint 1 (the only missing feature is the restart button, which is mostly for testing purposes). We as a team are also satisfied since we are making sure everyone is doing as much as they can to help each other out. Moreover, we were able to bring in and start working on a couple of stories from Sprint 2 (such as color coordination based on the ball's mass) to get ahead.

What should we start doing?
We should go back and work on some keys items in Sprint 1 such as the ball and the rope's behavior upon attachment. We need to refine this core feature of our game so that the controllers enable the player to advance through the level as desired, or closely in a manner where we as a group are satisfied with the results. We need to start keeping track of the days when tasks are completed so that we can have a more accurate burndown chart to help monitor our actual progress. Also due to our high efficiency in completing tasks (as demonstrated in our burndown chart), we should begin looking into larger scopes for our project. For example, we can plan on building tools to design levels more efficiently and quickly. Furthermore, we can plan on fully polishing our game so that we can release it to Google Play's android market for monetization.

What is working well that we should continue to do?
Meeting directly after class for scrum and setting up general meetings had worked out very well for us since it allowed us to communicate better and stay on top of tasks that needed to be done based on priority. In addition, it helped us getting work done in a timely fashion. The team stayed motivated which steadied the progress and the quality of our project. The team spirit also remained high since we did our best to collaborate and help each other out.

Which user stories were completed, and not completed from the original sprint plan?
Completed:
User Story #1: As developers we want to be able to work together on a game projec
User Story #2: As a developer I want a foundation level where I can put objects in
User Story #3: As a player I want a ball with a controller that increases or decreases the its' mass
User Story #4: As a developer I want the the ball to be able to cling onto or release from a block with an elastic rope
User Story #6: As a player I want a controller that increases or decreases the ball's size
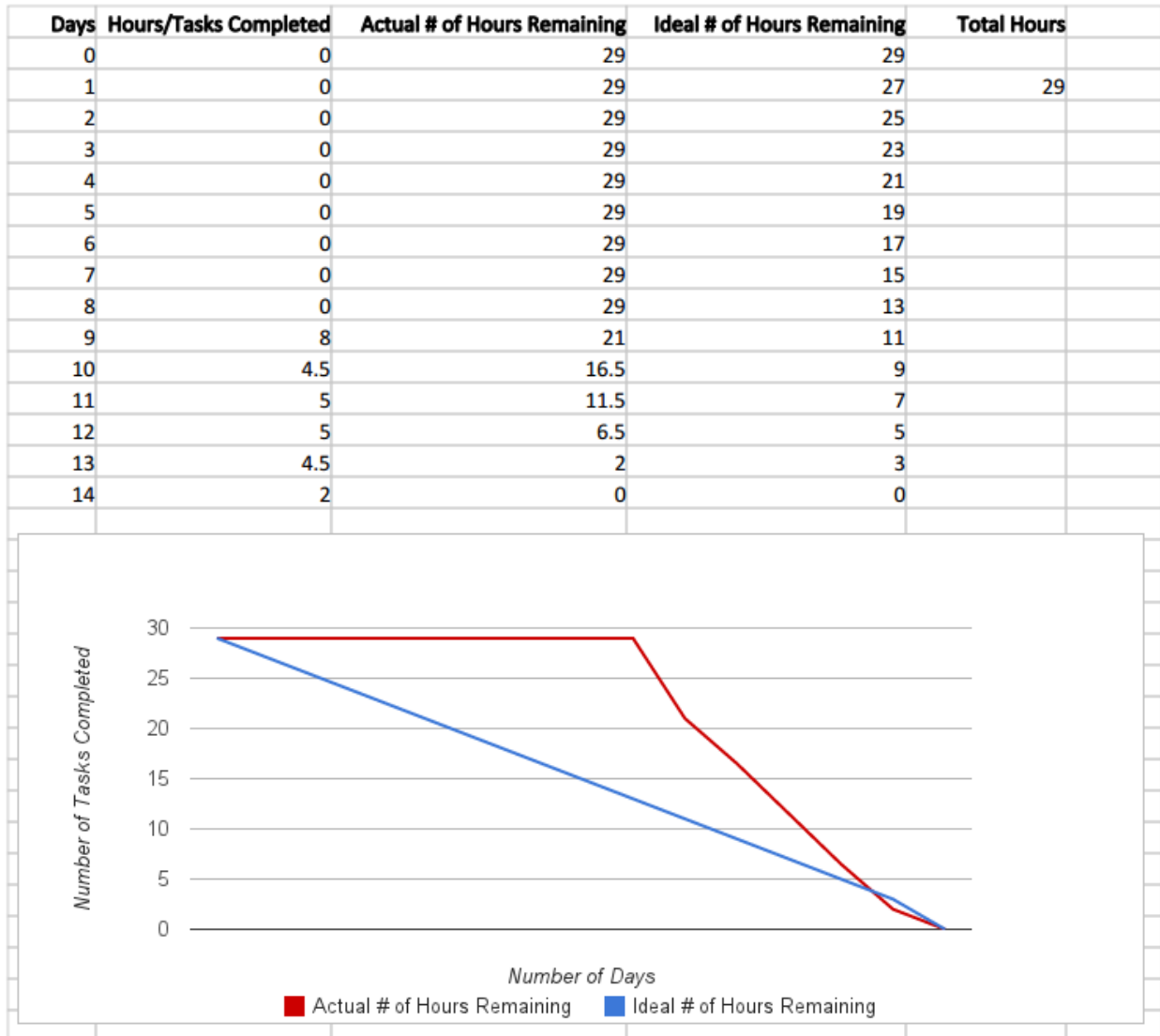**Not completed:**
User Story #5: As a tester I want to be able to restart the level

What is out rate of completing work?
The initial setup and documentation slowed us down in the beginning, but once we had everything set up we picked up our pace fairly quickly as demonstrated in our burndown chart below:

Burndown Chart for Sprint 1

Days	Hours/Tasks Completed	Actual # of Hours Remaining	Ideal # of Hours Remaining	Total Hours
0	0	29	29	
1	0	29	27	29
2	0	29	25	
3	0	29	23	
4	0	29	21	
5	0	29	19	
6	0	29	17	
7	0	29	15	
8	0	29	13	
9	8	21	11	
10	4.5	16.5	9	
11	5	11.5	7	
12	5	6.5	5	
13	4.5	2	3	
14	2	0	0	

(we will figure out how to add the "number of days" grid on the bottom-horizontal axis for the next burnup)

Scrum Board for Sprint 1

User Story (points = # hours)	To Do (w/ideal estimated hours)	In Progress (w/name)	Done (w/actual # hours)
#1 (-) As developers we want to be able to work together on a game project There are no points since it depends on the individual's experience level	A. Set up the development tools B. Get familiarized with libgdx and deploy a simple app to an android smartphone or virtual device using Eclipse IDE.	**DONE**	A, B. All team members
#2 (8pts) As a developer I want a foundation level where I can put objects in	A. Set up the basic world/level. (4hrs) B. Set up the game/world's camera (4hrs)	**DONE**	A, B. Eric
#3 (5pts) As a player I want a controller that can increases or decreases my ball's mass	A. Implement Ball object (1hrs) B. Be able to move the ball for testing purposes (1hrs) C. Implement mass control buttons (1hrs) D. Increase or decrease the ball's mass when the buttons are pressed (2hrs)	**DONE**	A. Eric B & C & D. Peter
#4 (9.5pts) As a developer I want the the ball to be able to cling onto or release from a block with an elastic rope	A. Implement the Box object that is impassable (1hrs) B. Implement the Rope object (1hrs) C. Implement collision detection (1.5hrs) D. Implement collision resolution (the rope attaches	**DONE**	A, E. Eric B, F. Alessandra C, D. Omer

	to the block and the ball) (1.5hrs) E. Apply gravity (1hrs) F. Implement a button to detach the rope from ball/block (2hrs)		
#5 (1pts) As a tester I want to be able to restart the level	A. Implement a button that restarts the game (load a new level or resets the ball's position) (1hrs)	A. Wei	
#6 (3pts) As a player I want a controller that increases or decreases the ball's size	A. Implement buttons to increase or decrease the ball's size (1.5hrs) B. Redraw the ball to match size increase/decrease (1.5hrs)	**DONE**	A & B. Peter
#7 (1.5pts) As a player I want the ball to change in colors when it changes in mass	A. Change the color of the ball from one shade to another when it changes in mass (1.5hrs)	**DONE**	A. Eric