**Sprint 1 Report - Trash Toss - 10/22/2017**

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**Actions to stop doing:**

The team should stop meeting at 3:00pm on thursdays because one of our members couldn’t make it at that time.

The team should stop getting off track during meetings because the meetings are less effective that way.

The team should stop being late to SCRUM meetings because missing 5 mins of a SCRUM is missing 1/3rd so what’s the point.

**Actions to start doing:**

The team should start the Thurs. Meeting at 4:15 because this works better for all team members and our TA.

The team should be more realistic with our task planning because we have a better idea of how long things should take now.

The team should start using the Unity and Github extension.

**Actions to keep doing:**

The team should keep meeting for extended periods of time beyond slotted meeting because we get more done and build team rapport.

The team should keep maintaining good organization and communication.

**Work completed:**

The team completed tasks 1 (Learn Unity and C#) & 3 (Meet IDEASS students to determine specific items to add to the game) from user story 1. The team attempted task 2 (Understand current code) but underestimated how difficult it would be.

The team completed task 6 (Change the correction arrow so it looks prettier) from user story 2.

**Work not completed:**

The team did not complete task 4 (Develop new item with placeholder graphics) or 5 (Add functionality so the new item can appear and work) because we need to complete task 2 (Understand current code) first.

**Work completion rate:**

Total user stories completed: ⅔ of user story 1; ⅓ of user story 2.

Total number of estimated ideal work hours completed: 40 hours total

Total number of days during sprint: 14

User stories per day:

Ideal work hours per day: 2.86 hours