**Sprint 2 Report - Trash Toss - 11/5/2017**

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**Actions to stop doing:**

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 meeting regularly in addition to scrum meetings in order to actually get stuff done, because we are more productive in our individual tasks when working on them at the same time and collaborating.

**Actions to keep doing:**

The team should keep maintaining good organization and communication. The team should also continue using Unity Collab version control, because it has been working very efficiently.

**Work completed:**

The team completed Task 1 (Read through code extensively), Task 2 (Meet IDEASS students to determine specific items to add to the game), Task 3 (Implement a dynamic score that affects the items released based on performance), and Task 4 (Represent the score on screen with score number).  
  
**Work not completed:**

The team did not complete Task 5 (Add numbers to represent current money next to money bar) because we decided that it was no longer necessary after adding the score numerical representation and updating the life bar. We felt that adding a number next to the money bar would conflict with the score, and the money bar provides enough visual meaning as is.

The team also points out that Task 1 is ongoing, because reading through the code extensively will be required throughout every Sprint and for each task. It is especially difficult because the previous code we have been given is not documented very well and is organized and written very poorly overall, which is very frustrating to build off of.

**Work completion rate:**

Total user stories completed: 2

Total number of estimated ideal work hours completed: 40

Total number of days during sprint: 14

User stories per day: 1/7

Ideal work hours per day: 2.86