**Sprint 3 Report - Trash Toss - 11/19/2017**

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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.

**Actions to start doing:**

The team should start working on tasks earlier and get things done more gradually instead of working really hard at the end of the sprint to finish everything.

**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. The team should keep pair programming and working together in person during group work sessions.

**Work completed:**

The team completed Task 1 (Meet with IDEASS students to determine list of complex items), and Task 2 (Create complex items graphically).  
  
**Work not completed:**

The team did not complete Task 3 (Add in complex items randomly (in addition to regular items) to endless mode as the player’s score grows), Task 4 (Create sink graphic and place on screen), Task 5 (Add functionality so that items are washed and then returned to the top of the conveyer belt to be sorted), and Task 6 (Change placement of random items as they come down the conveyor belt in endless mode).

The team did get a lot done with Task 3, and added complex items to the game, but we did not finish entirely; it proved to be much more difficult than expected. We also decided that we will continue working on adding more complex items during sprint 4. For Tasks 4 & 5, we chose to wait until we have created items that actually utilize this; so far there are not any. We decided to move Task 6 to sprint 4 because it has lower priority than the complex items.

**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