**Sprint 4 Report - Trash Toss - 12/3/2017**

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**Actions to stop doing:**

The team meeting should stop rescheduling group work sessions and commit to specified times in advance.

**Actions to start doing:**

The team should start delegating specific tasks more clearly so that there are less merge conflicts.

**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. The team should also continue starting early on tasks to ensure maximum efficiency and productivity.

**Work completed:**

The team completed Task 1 (Create additional complex items graphically), Task 2 (Add these additional complex items randomly), Task 3 (Create sink graphic and place on screen), Task 4 (Add functionality so that items are washed and then returned to the top of the conveyer belt to be sorted), Task 6 (Fix score so that it stops being affected after level is complete & so that it does not reset to 0 each time a new level begins), and Task 7 (Make levels last longer by increasing the level goal in the game, thus allowing score to increase to a reasonable number before complex items are added to increase difficulty).

We also completed additional tasks that were not originally specified in the Sprint 4 plan, because we thought of them during this sprint and deemed them necessary to do. These are:

Renaming “Story Mode” to “Curbside Tutorial”

Renaming “Options” to “More”

Changing placement of money bar, lives, and level buttons

Adding sound effect when washing items in the sink

Stopping the spawn of items on game over

Displaying an error text on the screen when a two-step complex item is incorrectly tossed into bin/sink instead of double tapped.  
  
**Work not completed:**

The team did not complete Task 5 (Change placement of random items as they come down the conveyor belt in endless mode) because we felt that our other tasks were higher priority and certain tasks took longer than expected.

**Work completion rate:**

Total user stories completed: 2

Total number of estimated ideal work hours completed: 50

Total number of days during sprint: 14

User stories per day: 1/7

Ideal work hours per day: 3.57