CSCI 240

**Scrum Report**

Names\_\_\_\_\_\_\_\_\_\_\_Brandon Lesh\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_Jeremiah Hobbs\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_Stuart Davenport\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_Katie Spiese\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Start your scrum by reviewing each group member’s goals, then setting their goals for the next scrum meeting on Friday next week. Goals for next week will become the Goals for the previous week at the next scrum. In the course of working on your Goals, you will have some complications, report them on the form. This report should be submitted on Canvas as a group assignment. Each member should fill out an evaluation form of the group and submit it individually on Canvas.

Group Member \_\_Katie Spiese\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goals for previous week\_\_\_\_\_\_Finish Weapon Class\_\_\_\_\_\_\_

Goals completed\_\_\_\_\_\_\_Finished Weapon Class\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Complications discovered\_\_\_\_\_\_None\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Complications resolved\_\_\_\_N/a\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goals for next week\_\_\_\_\_\_\_\_\_Create a Tester Class\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Group Member \_\_Jeremiah Hobbs\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goals for previous week\_\_\_\_\_\_Make Higher Levels for Fighter Class\_\_\_\_\_\_

Goals completed\_\_\_\_\_\_\_Able to make level 1 Fighter\_\_\_\_\_\_\_\_\_\_\_

Complications discovered\_\_\_\_\_\_Dice has a different compiler \_\_\_\_\_\_\_\_\_\_\_\_

Complications resolved\_\_\_\_\_\_\_None\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goals for next week\_\_\_Create a Tester Class / Comment Classes\_\_\_\_\_\_\_\_

Group Member \_\_\_\_Stuart Davenport\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goals for previous week: Make specific races / characters /class and bring them together

Goals completed\_Able to make a human race, a fighter class, and a character creator class that brought them together

Complications discovered\_\_Dice has a weird new compiler \_\_\_\_\_

Complications resolved\_\_\_\_\_\_N/a\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goals for next week\_\_\_\_\_\_\_Refine Character Class using new Tester Class\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Group Member \_\_\_\_Brandon Lesh\_\_\_\_\_\_\_\_

Goals for previous week\_\_\_\_\_Start working on Arena\_Class\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goals completed\_\_\_\_Created Select Monster JPanel / started work on JButtons \_\_\_\_\_\_\_\_\_\_\_\_\_

Complications discovered\_\_Realized Cannot Start on Arena Class until more classes are created\_\_\_\_\_\_

Complications resolved\_\_N/a\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goals for next week\_\_\_Get JButtons to work\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Comments: