

CS/ITE 452 – Capstone Written Peer (and self) Evaluations

Name: Joshua Brookover

Date: 2/25/2019

Project Name: BioRubeBot

Completed User Stories for this Sprint	Date Completed
Update code to run Unity 2018	Week 2
Removed sound option from game	Week 3
Completed check boxes for levels 1 and 2	Week 6
Learned more about Unity and C#/Mono	Week 1-6

This lists tasks you were assigned and completed (DONE) during this sprint which were specifically related to the implementation of the project. Examples: Implement and fully test class XYZ. Create main window GUI in Visual Editor of Visual Studio.

Other Action Items completed in this Sprint
Assisted teammates with learning how to navigate through Unity and search for how to make changes
Lead the development efforts on getting Unity running with 2018 Unity version
Assisted teammates with any tasks they requested help on.

This lists other tasks you completed during this Sprint. Examples: Installed version control software on my personal computer. Learned the Ruby programming language for the project. Wrote the Risk Management plan for the Software Development Plan.

Problems encountered (if any):

Problem resolution:

User Stories Assigned for the next Sprint
<p>lead development on level 3</p> <ul style="list-style-type: none">• Work on hint system• Begin working on level 3• Assisting all teammates with development efforts

This lists tasks you have been assigned for the next sprint. Note: If an item will take more then one sprint to complete then it is NOT AN ACCEPTABLE USER STORY. Each User Story must be completed in one sprint.