

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

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Date: 2/25/2019

Project Name: BioRubeBot

Completed User Stories for this Sprint	Date Completed
Updated gitignore file	Week 4
Documentation for building	Week 4
Edits for transitioned transcription regulator	Week 6
Get build working on MAC	Week 2/3

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
<ul style="list-style-type: none">Installed version control and environmentEstablished production and staging branches for repositoryEducated team on how to use git effectivelyLearning how to edit pieces of art and bring them into the game

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 on artwork for new game items and requested changes</p> <ul style="list-style-type: none">• Work on new art for game pieces• Fix/Create new pieces of art for previous levels(transition pieces and requested changes

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.