

GameShare Sprint 1 Report

GameShare Team

10/22/2017

Actions to Stop Doing

1. The team should stop writing code that only works for the demo version of the product because that cannot scale when we have multiple game servers.

Actions to Start Doing

1. The team should write detailed commit messages, since they are really helpful when merging different peoples work and with debugging issues later.
2. The team should start communicating on slack when working independently, since that improves everyone's understanding of what each person is working on and what they are having trouble with.

Actions to Keep Doing

1. The team should keep taking advantage of online tools (i.e. libraries), since that prevents the team from having to write all the code from scratch unnecessarily.
2. The team should keep being good about honoring meeting times because it makes the meetings end quicker when everyone is there on time.

Work Completed

1. As a player, I want to see a visual representation of my character on the game field
2. As a player, I want to see others on the level
3. As a player, I want to move myself within the level.
4. As a player, I want to see the other players movements on the level
5. As a player, I want a limit on the number of players active on the game field
6. As a player, I want rectangles to be obstacles i can hide behind
7. As a player, I want to be able to shoot projectiles

Work Not Completed

None, finished all user stories.

Work Completion Rate

User Stories Completed: 7 user stories

Ideal Work Hours Completed: 19.5 hours

Days in the Sprint: 14 days

User Stories per Day: 0.5 stories/day

Ideal Work Hours per Day: 1.39 hours/day

Burnup Chart

Burnup Chart

