

GameShare Sprint 4 Report

GameShare Team

12/3/2017

Actions to Stop Doing

1. We should stop focusing on additional features such as chat and textures when core gameplay mechanics have not been completed.

Actions to Start Doing

1. For future projects, we should better plan around holidays such as Thanksgiving when team members will not accomplish as much work as normal.
2. The game mechanics and editor were developed separately and joining them together happened late in the project and took more time than it should have. For future projects, we should have more communication between team members working on different parts of the project.

Actions to Keep Doing

1. We should keep communicating regularly even after the coding has been done to work on the final documentations, acceptance test, and presentation.

Work Completed

1. User Story 1: Health & Damage System
2. User Story 2: Undo/Redo Editor Changes
3. User Story 3: Change Game Rules in Editor
4. User Story 4: Profile Customization and Usernames
5. User Story 5: Animations

Work Not Completed

1. User Story 6: Textures
2. User Story 7: Chat

These features will not be completed since this is the last sprint. It is not possible to move these user stories to the next sprint.

Work Completion Rate

User Stories Completed: 5

Ideal Work Hours Completed: 26.5

Days in the Sprint: 14 days

User Stories per Day (this sprint): 0.19

Ideal Work Hours per Day (this sprint): 1.89

Average User Stories per Day (all sprints): 0.339

Average Ideal Work Hours per Day (all sprints): 1.42

Burnup Chart

