

Amazon - IR Blaster

CSE 115C, Spring 2020

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Sprint Report 1

Actions to stop doing

Not testing the code sufficiently before pushing onto master. This means testing the interaction model through Utterance Profiler. Make sure to ask for a review of the code and leave a single line comment. Commit often and merge later.

Actions to start doing

- PROGRAMING: Have a scheduled code review time at every scrum meeting and review the code together.
- COMMUNICATION: Team members should use the appropriate channels to discuss the various aspects of the project (e.g. backend, frontend). This will keep communication lines clear and allow members to find specific information that has been discussed more easily.
- DOCUMENTATION: Try leaving clear comments on new code. Create separate files and folders for functions. Update README and other documents.

Actions to keep doing

- Team members should keep on working outside meetings and doing good work.
- Team members should keep on taking initiatives and experimenting with different methods.
- Team members should continue attending all meetings and keep on participating in those meetings.
- Team members should maintain the high levels of communication through slack and email.
- Team members should continue helping other members who need assistance with their task and teaching other members how to use various technologies. This helps team members learn the necessary technologies more quickly, thereby keeping group productivity high.

Work completed/not completed

Completed

- **User Story #1** (21 points)
- **User Story #2** (34 points)

Incomplete

- None

Work completion rate

The total number of user stories completed during this sprint is 2. The total number of estimated ideal work hours completed during this sprint was approximately 40 hours. There were 12 days during the sprint. Therefore, since there were 2 user stories and they were completed in 12 days, that gives us roughly 0.16 user stories a day. Since there were approximately 40 ideal work hours and they were distributed among 12 days, we have 3.3 ideal work hours a day distributed amongst team members.