#### **Amazon - IR Blaster**

CSE 115C, Spring 2020 Nixon Duong, Nikhil Punathil, Peter Eskraus

### Sprint Report 4

### Actions to stop doing

Deleting old code and not backing it up somewhere so that if we need to see it again it will still be there.

# **Actions to start doing**

- PROGRAMING: Team members need to keep other members of issues with the code and try to test them together and find ways to overcome difficulties.
- COMMUNICATION: Team members should keep having a positive attitude towards each other's work.
- DOCUMENTATION: Keep track of tasks and user stories everyone is working on. Update scrum documents frequently as possible.

# Actions to keep doing

- Team members should keep on working together to solve tough problems and ask for help from the professor or TA or Sponsor.
- Team members should keep on trying to learn new coding skills and languages that are necessary for the completion of the project.
- Team members should continue being on time all meetings and bringing helpful insight to those times.
- Team members should maintain the same level of intensity using those slack channels all day long.
- 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 #10:** (21 points)
- User Story #11: (21 points)

## Incomplete

- **User Story #7:** (21 points

# Work completion rate

The total number of user stories completed during this sprint is 3. 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.