Sprint 1

Pick-up Games Project

Team: Amir Babaei, Raul Pineda, David Otwell, Kyle Glover

Actions to stop doing:

As a team we decided that having a guest login didn't really make sense with what we were trying to accomplish with this app. It doesn't work with our rating system or help to ensure that people meet the specifications that are sought after in the events.

We also decided that we would stop having our meetings at 9:10 am on Monday, Wednesday. Instead these are also being held at the 12:30 pm time slot like on Friday. This is due to adding a new member who could not make the earlier time.

Lastly, we need to stop branching all over the place on our git and begin committing the working parts of the project to the master so that pulling, pushing, and branching are all easier to manage.

Actions to start doing:

As a team for sprint 2 we need to work on breaking down task into small task so that we can put better time estimates on what needs to be done.

We also need to ensure that every member is getting a chance to go over what they need at team meetings.

As mentioned before, we need to get a working system for what we are doing with version control.

Actions to keep doing:

We need to keep our regular tea meetings because we are getting a lot of the organizational aspects of the project handled here.

We also need to keep on pair programming because this is really helping with tackling issues that seem much larger than they are but really just need a second set of eyes on it.

We also need to keep up the great communication that has been going on within the team. Our Discord has been very active and many useful resources have been posted in it.

Work completed/not completed:

Completed:

- Learn and set up environments.
- Learn how to use Git with Xcode
- Learn basics of IOS development
- Get basics of Firebase setup
- User account registration basics
- Design basic layout of app on sketch (used Adobe XD instead)
- Make Log-in page

- Make Registration page

Not completed:

- Guest account (Which we opted out of doing)

• **Work completion rate:**

We completed all task that were necessary to sprint one. This was 8 user stories though some of these user stories were geared towards the whole team like setting up and learning different aspects. We had three team members the majority of that time doing an average of 3 -4 hours of ideal working time every-other day. So, total I estimate we input somewhere in the realm of 24 ideal working hours as a team when you factor in the fourth member, and the time he put into to set up his programming environment. This was across a 2-week sprint though there was time there was time during the first week when we were not even decided on this project to do, so I believe we had an actual 11 days during this sprint, while also not having the fourth member join until the 18th of October. Our burn-up chart will still reflect us being approximately one-quarter of the way through this project which is on schedule with our 4 sprint plan.