

Sprint Report 2 - SlugFind - 05/07/2024

- **Actions to stop doing:**

- We should not have meetings after class anymore because it is hard for everyone to make it on time.

- **Actions to start doing:**

- The team should be proactive to help in other user stories if they have already finished theirs.
- The team should communicate more on potential ideas and architecture of the app
- The team should do more research on databases and backends.

- **Actions to keep doing:**

- The team should continue holding several weekly meetings, so that everyone is caught up to speed as frequently as possible
- The team should continue to update the chat on updates..
- The team should continue to push changes to the main repository often.
- The team should continue to work hard overall.

- **Work completed/not completed:**

Completed user stories:

- As a user, I want my data to be stored so I can get real time updates on pings and stay signed in. [2]
- As a user, I want to sign in so I can have my pings saved. [5]
- As a user, I want to place markers so others can see where a certain class is. [5]
- As a user, I want to have very precise accurate results on my searches . [5]

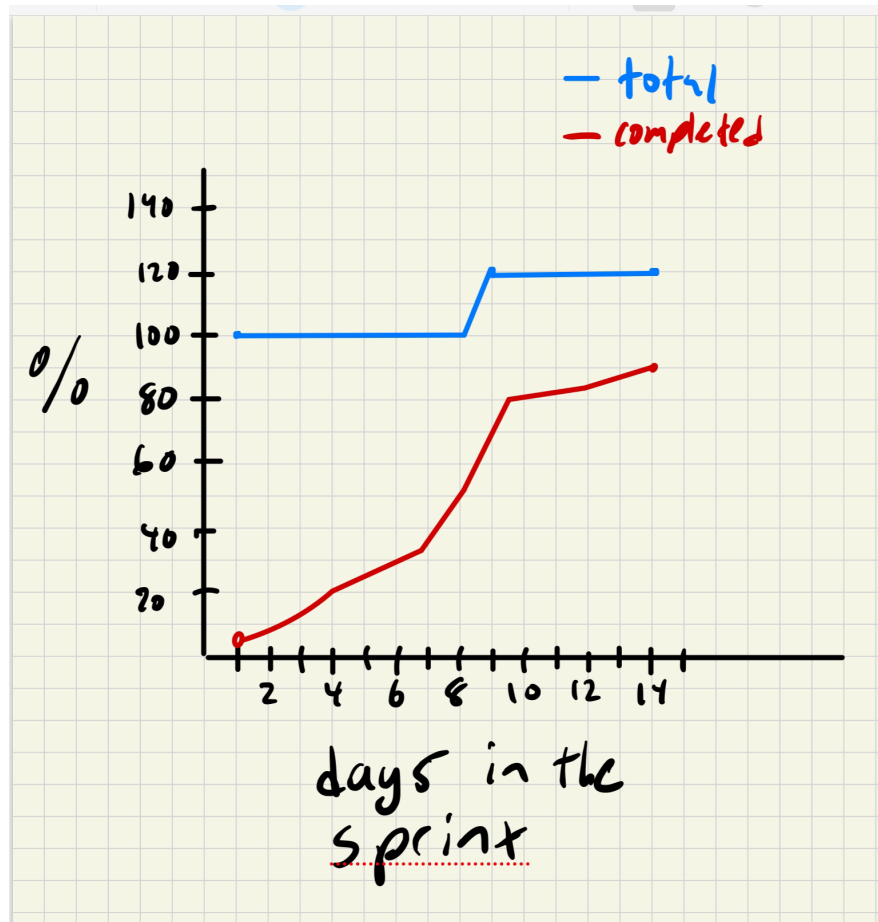
Uncompleted user stories:

- As a user, I want my ping to be stored so I can mark multiple locations for my fellow slugs. [8]
- As a user, I want directions to a certain building so I can get there on time. [3]

- **Work completion rate:**

- 4 user stories completed over 14 days
- 1 user story still in progress
- 1 user story unsure of pursuing
- 30 ideal work hours completed during this prior sprint.
- 1 user story per 3 days
- 1-2 ideal work hours per day

- 17 total story points completed
- ~20% of total estimated story points
- Sprint Burnup Chart:



- The total percentage goes up to 120 around the middle when we made changes to the project.