Who's Next Eliminators Reviewed 5/10/23

Actions to stop doing:

• The team should stop waiting idly when waiting on others when they could be helping them, so as to increase productivity.

Actions to start doing:

- Team members should be more dedicated to actively learning about flutter and firebase while doing tasks to prepare for more complicated tasks in the future.
- Team needs to need to start keeping a more robust and detailed backlog in case we struggle on our main goal for a particular sprint
- Members need to start updating burnup charts, report on stand up after every meeting to "scrum-meeting channel" from discord, and update Notion scrum board so we have an accurate record of our progress.

Actions to keep doing:

- We need to keep communicating and meeting at the designated meeting times.
- Team should keep posting pull requests when completing features, and should also review other's pull requests soon after they are posted so as to minimize the frequency of merge conflicts and avoid outdated code causing bugs.

Work Completed	Not completed
"I am a developer of Who's Next, I want to persistently store information about the users on Firebase, so that I can implement functionality that requires user profile data." [4]	
"I am a user, I want to create a match, so that I can play the game." [5]	
"I am a user, I want to join a match, so I can play the game." [4]	
	"I am a user, I want to be able to view my target, so that I know who to eliminate."[4]
	"I am a user, I want to access my profile settings, so that I can change my app/user settings." [2]

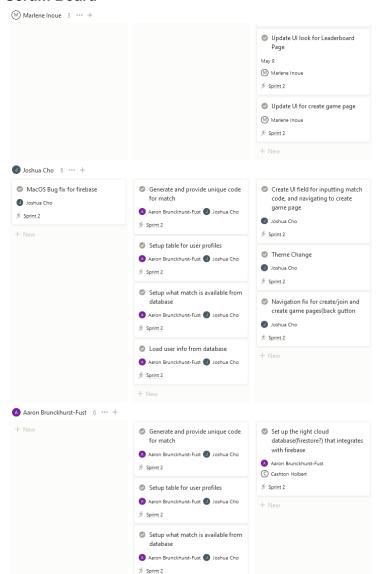
	I am a user, and I want to intuitively navigate through the app, so that I know which group I'm in and if that game has started. [2]
I am a user and I want to know the rules of the match I am a member of so I can play the game correctly. [2]	

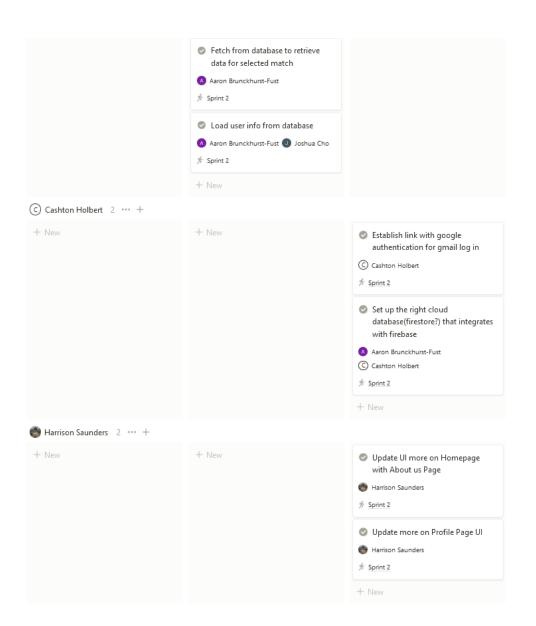
Total number of user stories completed: 4
Total number of estimated ideal work hours: 50
Total number of days during the prior sprint: 14

User stories/day: 0.3 per day

Ideal work hours/day figures: 3.5 hours per day

Scrum Board





Burnup Charts:

Burn Up Chart

