

Sprint 3 Review

GeoBus iOS

What things should we stop doing?

Stop implementing new codes. Instead we should start unit testing and figure out how far the application is to completion.

What should we start doing?

Start having users test out the application in order to find hidden bugs within the code.

What is working well that we should continue to do?

Continuous communication and implementing everyone's code together.

What work was completed, and not completed?

Completed: Documentation

Implemented customized marker info window

Implemented numbers of all buses that stop at a particular bus stop

Implemented UI design

Finish Unit Testing

Incomplete: SC Metro Buses (Could not get an agreement with the city)

What is our rate of completing work?

Sprint 1:

Rate of work completion (Story points/day) = $27 / 14 = 1.93$ story points/day

Rate of work completion (Ideal work hours/day) = $26/14 = 1.86$ ideal work hour/day

Sprint 2:

Rate of work completion (Story points/day) = $25 / 14 = 1.79$ story points/day

Rate of work completion (Ideal work hours/day) = $20/14 = 1.43$ ideal work hour/day

Sprint 3:

Rate of work completion (Story points/day) = $26 / 14 = 1.86$ story points/day

Rate of work completion (Ideal work hours/day) = $23/14 = 1.64$ ideal work hour/day

Average Rate of work completion (Story points/day) = 1.86 story points/day

Average Rate of work completion (Ideal work hours/day) = 1.64 ideal hours/day