

Sprint 2 Review

GeoBus iOS

What things should we stop doing?

Be more careful when planning for tasks to be completed and be more lenient with ideal work hours. We overestimated how many tasks we could complete.

What should we start doing?

Documentation and start commenting on our code. This will make it easier for future team to take over.

What is working well that we should continue to do?

Asking for help when needed. Utilizing online resources.

What work was completed, and not completed?

Completed: Implemented positions of buses on the map

Implemented so only buses are refreshed instead of the entire map

Implemented 'polylines' on each of the bus markers

Implemented INNER and OUTER label for bus

Incomplete: Did not finish implementing current location on the map

Did not finish documentation for the application

Did not finish implementing SC Metro bus schedule and the buses

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

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

Average Rate of work completion (Ideal work hours/day) = 1.65 ideal hours/day

