Sprint (This report is based on the following sprint and not the entire scrum)

**Section 1 - Meta information**

**Team:** Our team “PentaUnity” consists of 5 members: Iliana Hagen (Scrum Master), Christoffer Castellan, Ali Abdullahi Abdi, Camilla Leinsvang and Preben Heika. We are working on the Capstone project (USN Start).

**Sprint number:** Sprint 2

**Schedule:** 4 days (15.03.2024 – 17.03.2024)

**Section 2 – Sprint planning note**

**2.1. Sprint goals**

In this sprint, we executed the planning that was done in sprint one and turned it into a high-fidelity prototype of the different ideas.

**2.2. Definition of done**

- The sprint has been checked and fixed.

- The backlog and scrum have been updated.

- The sprint has been checked and reviewed for the last time.

- The work is approved by all the members.

- The team members are ready to move on to the next sprint.

**2.3. Sprint backlog items**

|  |  |  |  |
| --- | --- | --- | --- |
| **User Id** | **User Item description** | **Size Estimation** | **Customer value** |
| U01 | As a member I would like a simple and understandable payment site and offers. | 3 | High |
| U02 | As a frequent visitor, I’d like a login page to keep track of my visits and information. | 8 | High |
| U03 | Having a floorplan, would make it easier to book the desired room. | 13 | Low |
| U04 | As an interior designer, I love having aesthetically pleasing homepages. | 13 | Medium |
| U05 | Before booking, I’d like to see pictures of all the facilities with a description. | 5 | Low |

**2.4. Kanban management board**

The Kanban is only used to track our assignments and Trello (Scrum) is used for the project. This is one of the last updates on GitHub as we are currently working on the last milestone.

Et bilde som inneholder skjermbilde, tekst, programvare, Multimedieprogramvare

Automatisk generert beskrivelse

As we have mentioned before, we update our scrum as we go so there are still a few changes that will be done but this is how our scrum looks so far:

**Et bilde som inneholder skjermbilde, Programvare for videospill, PC-spill, Multimedieprogramvare

Automatisk generert beskrivelse**

**Section 3 – Sprint Review note**

**3.1. Reflective summary**

Our sprint focused on the execution of the design that we have chosen for our website. Since sprint one was more focused on how we wanted it to look without any prototyping, so on sprint two, we focused on making that idea come more to life.

Participants: Iliana, Christoffer, Preben, Ali, Camilla

Meeting duration, location: 2 hours, School

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item Id** | **Item description** | **Estimation** | **Status** | **Demo** |
| **U01** | As a member I would like a simple and understandable payment site and offers. | 3 | Finished | Yes |
| **U02** | As a frequent visitor, I’d like a login page to keep track of my visits and information. | 8 | Ongoing | Yes |
| **U03** | Having a floorplan, would make it easier to book the desired room. | 13 | Untouched | No |
| **U04** | As an interior designer, I love having aesthetically pleasing homepages. | 13 | Ongoing | Yes |
| **U05** | Before booking, I’d like to see pictures of all the facilities with a description. | 5 | Untouched | No |

**3.2. Customer feedback**

Story U01: So far, we have used our time effectively as we made a simple and understandable payment site for our project.

Story U02: We are done with the login page, but still missing the page “keep track of my visits and information”. We are still working on the website, and since the story is high value, it will be prioritized later.

Story U03: We will make a floorplan which might make easier to book the rooms, but we are unsure if our users going to have more interest as they may need sometime.

Story U04: The story wanted an aesthetically pleasing homepage that is eye catching, and we tried to create this with the prototype.

Story U05: We have not started but the story was clear, and we will include it in our website, as it gives the member a nice overview of what we offer and will make the location more attractive to future users.

**Section 4 - Retrospective meeting note**

**Participants:** Iliana, Christoffer, Ali, Camilla, Preben

**Meeting duration & location:** 1 hours,School(physical).

**Start doing:**

* Group the sprints that are alike or extremely similar, as this saves us quite a lot of time.

**Stop doing:**

* Stop procrastinating when it comes to different sprints and assignments.
* Jumping from one task to another and try to finish one completely before moving on to the next one.

**Continue doing:**

* Keep updating and using the Kanban board in GitHub to have control over what tasks needs doing and what is done & ready for review.
* Keep getting user feedback during development and continuing to design in line with the user stories.
* Keep using Figma as a tool for our project and working as a team to make the website happen.
* Plan teamwork and meeting ahead of time and meeting up at school since the productivity of each member rises.
* Continue using Trello to keep the project and each sprint organized so all the team members have a good overview over what need to be done.