#### **Sprint 1 Report**

Digital Music Theory Keyboard 2/14/2017

## · Actions to stop doing:

- Stop integrating problems solving into scrums sessions
  - Distracts from the focus of the scrum process
- Scrum sessions too long
  - Prevents observations from being precise

### Actions to start doing:

- o Process
  - Better implementation of Scrum practices
  - More active communication in group chat
  - Implement engineering practices
  - Version Control with Git
  - Stick to commitments
  - Troubleshooting
  - Problem-solving
  - Planning/Brainstorming
- Have Scrum meetings when everyone is present
- More pair programming with the whole group

#### Actions to keep doing:

- Regular meetings
- Learning Web Development
- Working on project
- Pair programming

### • Work completed/not completed:

- Completed
  - Finished user stories in sprint 1
    - Construct basic scales
    - Keyboard plays music notes
    - Keyboard supports user interaction
- Not completed
  - Database implementation
  - webGL implementation
  - Lesson structure

## • Work completion rate:

Users stories completed: 2

o Ideal completed work hours: 16 hours

Total number days: 5User stories/day: %

o Ideal work hours per day: 16/5

# Burnup Chart

10

Create

interactive

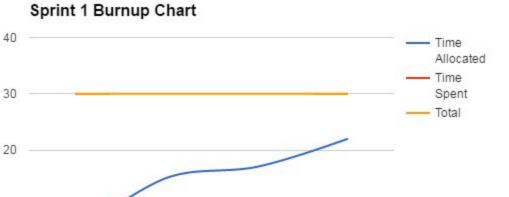
keyboard

Create

interactive

page

Task



Create

lessons

(Notes)

Have a note

play when key

is pressed