

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:**

- 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
 - Ideal completed work hours: 16 hours
 - Total number days: 5
 - User stories/day : %
 - Ideal work hours per day: 16/5

- **Burnup Chart**

