Team Members: Daniel Etkind, Christopher Johnson, Joseph Reardon

GitHub: https://github.com/Detkind/Quadris

Trello Board: https://trello.com/b/hnIGDfEg/quadris

- Our estimated velocity for a sprint was around 20 story points, however, our actual velocity ended up being much higher at 51 story points total for the first sprint. We kept finishing things a lot faster than anticipated so we ended up splitting the project into 3 different sprints to denote 3 different stages of our project. On each new sprint we decreased the amount of story points actually completed due to the fact that we already had most of the features implemented and we had to spend some time to allow our 3rd team mate to catch up as he began working on the project later than anticipated.
- Story Points:
    - Daniel Etkind: 50
    - Christopher Johnson: 29
    - Joseph Reardon: 27
- Git Commits:
    - Daniel Etkind: 34
    - Christopher Johnson: 19
    - Joseph Reardon: 13
- Our sprint velocity was rather high for this project, but one thing that I do believe would help increase overall sprint velocity is if each team member initially spent some time not on completing the tasks but rather learn and understand the code they are working with and what the end result needs to be. We found that once we had a solid understanding of the code and what was going on behind the scenes, we were able to move through our sprint by fixing bugs and adding new features at a much faster pace and write more quality code as well and do so stress free. Scrum is definitely a great framework, however, utilizing concepts like Pair Programming, Constant Refactoring, and Continuous Integration would have suit this project much better considering a project like this really encourages teamwork and close collaboration that scrum can't quite provide.