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POKER JOURNAL APP - SPRINT 2 REPORT
FOR SPRINT 2, 14 Feb - 1 March

START DOING:

It's easy to have goals that exceed one's current skill level. Bear this in mind and ask for help sooner if you get stuck.

Clearly define what tasks and user stories that everyone is working on. This will help eliminate confusion in the long run.

STOP DOING:

It's easy to get sidetracked in meetings, particularly surrounding homework assignments. Deal with business first, then set aside time for homework.

As cool as the theoretical perfect app would be, don't take on more than can be feasibly accomplished given our schedules.

KEEP DOING:

Letting people know if you can't make it to a meeting, be it weather or other reasons.

Incremental building of our code modules seems to be working. Keep that up.

Having group coding sessions helps not only for cohesion, but also for problem solving. We should do more if our schedules allowed for it.

COMPLETED:

Session Start and End Times
Game stakes recording
Manual location recording
User's choice for which bankroll they are playing with

NOT COMPLETED:

Record location from phone GPS

RATE:

User Stories Completed: 3.5
Ideal work hours completed: 24
Days in Sprint: 14
User Stories/Day = 0.25
Ideal work hours/Day = ~1.7