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POKER JOURNAL APP- SPRINT 3 REPORT

FOR SPRINT ENDING: MARCH 17, 2017

Product Name: Poker Journal

Date: March 17, 2017

This sprint was definitely better than our other 2 sprints in terms of communication. We started getting more familiar with each other, and our communications naturally improved. This sprint was mainly to refine the details of our application. In sprint 1, we already developed the basic framework and in sprint 2, we took things a little further. We were able to complete most of the goals we set out to do in our sprint plan. A lot of our time during this sprint was taken away due to personal matters and other school work.

We were able to delegate task to individual members and sub groups with fairly good clarity. Every knew exactly what needed to be done. This led to group sessions being more productive. Because we had other assignments and business to attend to, we had to time manage a little better. I think if we managed our time and schedules a little better, we would have been able to get all our task completed. Most of the work this sprint came from group coding sessions rather than online and independent work. At that point, it became more of what the PO wanted the application to look like, so it was prudent that the PO was there most of the time.

Start Sprint: March 2, 2017

End Sprint: March 17, 2017

Estimated Work Hour: 30 Hours

Stores / Task Completed: 4

Stories / Task per Work Day: 0.25

Work Hours/ day: 2 hours