

## **Sprint 1 Report - Poker Journal**

Product name: Poker Journal

Team name: N/A

Date: 2-6-2017

Our sprint was very effective overall, but there is one thing that we could have improved about our group work ethic. It is the communication between the team. However, towards the end of the sprint, we have improved greatly on communication. We utilized slack more if we cannot meet up. Slack is a great tool to communicate when we're at home or if we having some difficulties completing a task and need help. Other than this one problem, our team was completely satisfied with our progress in Sprint 1.

We could have improved our team's performance in Sprint 1 by assigning deadlines for completing certain tasks. We initially didn't want to do this, as we thought it would put too much pressure on certain teammates to complete a task, but after trialling this, we have realized deadlines definitely help motivate team members to stay on target and keep a steady flow of productivity going within our group.

Another way we could have improve our team's workflow is by assigning weekly goals in addition to our overall sprint objective. The sprint goal was helpful to maintain focus on the overall progress of the product but the end date seemed too far away to properly push our teammates to complete the work on time. We tried weekly goals towards the end of sprint 1, and they greatly improved our productivity, so from now on we are implementing smaller, weekly targets in addition to the overarching sprint goal to help motivate the team to achieve more in a smaller space of time. In sprint 1, we completed the basic framework of the mobile app, completed the bank roll interface, a button to withdraw/deposit money, and a tracker to record the history of the transaction.

Started Sprint 1: Jan 23, 2017

Finished Sprint 1: Feb 6, 2017

Estimated work hours: 30 hours

Stories/tasks completed: 6

Stories/tasks per work day: 2

Work hours/day: 8