Sprint 2 Report

Lost & Found
Team Rocket
17 July 2018

Actions To Stop Doing

- ❖ Sprint planning: The team should stop underestimating the amount of time learning takes. So many of our tasks this week took much longer than expected due to a learning curve, and as a result we did not complete what we planned to complete this sprint.
- ❖ Sprint planning: Tasks need to be included for testing and refactoring code, because these actions are necessary and take up significant time.

Actions To Start Doing

- ❖ Unit testing: Every team member should start writing unit tests, not only to validate that a certain function is working, but also to learn good practice.
- ❖ Vuex: Start putting code that should be in the mutations section in the mutations section, and code that should be in the actions section in the actions section.

Actions To Keep Doing

- ❖ Individual work: Team members should continue being as productive when working by themselves, outside of the group meetings. This keeps the overall group productivity high.
- ❖ Individual work: Team members should continue taking the initiatives to work on tasks that aren't explicitly assigned to them, including fixing code, editing design code, and working on stories from the product backlog. This also keeps the overall group productivity high, and allows the team to progress even better than expected on the project.
- ❖ Meetings: Team members should continue attending all team meetings, being (mostly) on time to team meetings, and being flexible with meeting times and locations. This upholds the mutual respect amongst team members (by not wasting each other's time) and again keeps the group productivity high.
- ❖ Communication: Team members should continue the high levels of communication and participation through Slack when discussing team logistics (e.g. discussing what still needs to be done, scheduling meeting times). This keeps the group productivity high.
- ❖ Assisting others: Team members should continue helping other members who need assistance with their task and teaching other members how to use various technologies. This helps team members learn the necessary technologies more quickly, thereby keeping group productivity high.

- ❖ Communication: Team members should keep communicating about which features they are working on. This helps to avoid overlap and redundancy in the work being done.
- ❖ Communication: Team members should keep using the appropriate channels to discuss the various aspects of the project (e.g. backend, frontend). This keeps communication lines clear and allows members to find specific information that has been discussed more easily.
- ❖ Code commenting: Team members should continue commenting their code to clarify obscure sections or to help other team members identify the purpose of a code block.
- ❖ Refactoring: The team did a good job refactoring code into separate components. Code was separated to follow the single responsibility principle, which not only adheres to the SOLID design principles, but made the code more readable as well.
- ❖ Code styling: Team members should keep using the ESLint extension so that every team member's code follows the same style guidelines.
- ❖ Source Control: We did a great job communicating when each team member would merge their GitHub branch with the master. There were no overlaps, and any errors that resulted from merging could be traced back to the last merge.

Work Completed

- ❖ User Story 1, Task 1, 2, 3
- ❖ User Story 2 (freebie with User Story 1)
- ❖ User Story 3, Task 1, 2
- ❖ User Story 6, Task 1, 2
- ❖ User Story 7, Task 1, 2, 3
- ❖ User Story 8, Task 1, 2, 3

Work Not Completed

- ❖ User Story 1, Task 4
- ❖ User Story 3, Task 2, 3, 4
- ❖ User Story 4, Task 1, 2, 3
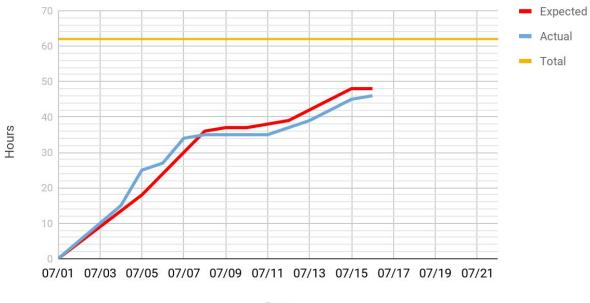- ❖ User Story 5, Task 1, 2
- ❖ User Story 9

Work Completion Rate

Total Number of User Stories Completed	5 stories
Total Estimated Ideal Work Hours Completed	10 hours (actual: 25+ hours)
Length of the Sprint	7 days
Average User Stories Per Day	5/7 = 0.714 user stories per day

Average Ideal Work Hours Per Day	10/7 = 1.429 hours per day

The burn up chart following the completion of Sprint 2:

> <u>Note</u>: Sprint 3 user stories need to be re-evaluated, and the total planned ideal work hours may change to reflect a more realistic model.

Sprint 2: Burn Up Chart (Hours per Day)