Sprint 3 Report

OneApp

Team OneApp

11/19/2017

TEAM MEMBERS: Nathan Phan (PO, Developer), Manav Sharma (Developer), Hesham Assabahi (Developer), Yona Edell (Scrum Master, Developer)

ACTIONS TO STOP DOING: If a team member is unsuccessful in completing a task or spending too much time on it, the task should go to another team member so less time is wasted.

ACTIONS TO START DOING: Instead of immediately leaving after scrum meetings, the team should take some time to work on tasks. This is because tasks are able to be completed much faster when members are able to ask each other questions about code specifics and immediately receive help.

ACTIONS TO KEEP DOING: Attend stand up meetings. Additionally, each team member should continue choosing tasks they find achievable in the sprint.

WORK COMPLETED/NOT COMPLETED: There were two user stories for this sprint:

      User Story 1: As a user, I want to be able to see my Twitter home timeline
- **Task 1**: Implement home timeline API [6 hours]
- **Task 2**: Use twitter login credentials to authorize private twitter accounts [8 hours]

      User Story 2: As a user, I want to be able to login with Twitter so that the application has my Twitter permissions
- **Task 1**: Implement Twitter login button [2 hours]
- **Task 2**: Grab user's access tokens [6 hours]

      All user stories were completed fully.

WORK COMPLETION RATE: The number of user stories completed was 2/2. There was a total of 14 days in this sprint, which comes out to 0.14 user stories/day. The estimated number of ideal work hours was 22. We finished in about 30 hours.

Sprint 3 Burnup Chart

Work Hours (y-axis): 0, 5, 10, 15, 20, 25, 30, 35

Days of Sprint (x-axis): 0, 2, 4, 6, 8, 10, 12, 14, 16

Legend: Ideal, Total, Actual