

## Sprint Report Template - CMPS 115 – Software Methodology

Sprint 2 Report - Rock Paper Scissors Online - Rock Paper Squad - May 17th, 2017

Start:

- We should meet up more in-person to complete work instead of working remotely
- We should all be able to attend Scrum, or at least inform the group of absence and send an update in place.
- We should connect more people to work on tasks together to ensure their completion.
- We should focus more on presenting the current game in a favorable light instead of trying to add new features

Stop:

- We should stop procrastinating on user stories because we are blocked, and help the person blocking us instead of working on nothing.
- We should stop working on our own branch instead of informing others about develop and pulling their changes appropriately.

Continue:

- We should continue to keep Scrum efficient and informative.
- We should continue to demo the project after stand-up is over and talk about concrete changes we'd like to make
- We should continue working together to explain changes when other people work on our code

### **Sprint Results**

Completed:

- Accept input for profile customization
- Display user/computer choices
- Display for profile customization
- Replace placeholder graphics with proper appearances
- Design Meeting/Updates
- Login HTML page
- Hosting the webpage
- Play as a specific user
- Link database to login page
- Functionality to switch between profile and game
- Further discussion and design

Not completed:

- Standardized aesthetic
- Stats at a glance
- Consistent background
- HTML outline
- Buff-up page beauty
- Import user data collection

**Work completion rate:**

Total number of user stories completed - 11

Total number of estimated ideal work hours completed during the prior sprint - 47

Total number of days during the prior sprint - 2 weeks