

## Sprint Report Template - CMPS 115 – Software Methodology

Sprint 3 Report, Rock Paper Scissors Online, Rock Paper Squad, June 5th, 2017

Actions to stop doing:

- The team should stop delaying user stories due to other priorities or for the sake of finishing/perfecting other user stories.
  - Although sometimes it may seem necessary to push back certain user stories, this ends up slowing down the overall progress of the sprint.
- The team should stop saying they will work on a user story and end up not due to unexpected circumstances.
  - By saying you will work on a user story and falling through on that commitment, progress is negatively affected, especially when some user stories are dependent on the completion of others.

Actions to start doing:

- The team should start giving more thorough explanations of what they did for user stories in order to fully update each other on recent changes to the project.
  - Rather than give a brief summary of what they've done, members should start actually going through their code with the rest of the team and pointing out where changes have been made and explaining said changes.
- The team should start meeting more often and for longer periods of time aside from Scrum meetings.
  - Meeting more often would allow members to be more caught up on each other's progress and whereabouts in terms of how user stories are going.

Actions to keep doing:

- The team should continue to hold stand-up Scrum meetings three times a week.
- The team should continue to work together and help each other on user stories.
- The team should continue to commit as often as they can to ensure everyone gets the most recent changes.
- The team should continue to clean up code where ever it seems fit.
- The team should continue to present questions/concerns relevant to the project during Scrum meetings.
- The team should continue to notify members when they cannot be present for a Scrum meeting; this way we can reschedule the meeting at the next available day and time.
- The team continue to work on user stories together to promote teamwork and to implement the same coding standards for cleaner code.

Work completed:

- Buff-up page beauty
- Standardized aesthetic

- Stats at a glance
- Consistent background
- HTML outline
- Ability to switch between pages (Profile, Game)
- Link to game once logged in
- Link database to log in page
- Web2py integration and organization

Work not completed:

- Ability to play with other players (taken out of Sprint)

Work completion rate:

Total number of user stories completed - 9

Total number of estimated ideal work hours completed during the prior sprint - 50

Total number of days during the prior sprint - 2 weeks