Sprint 1 report

Actions to stop doing:
1. We should all stop being late to meetings.
   a. We should figure out all of our schedules so that we can have our meetings at a time that's good for all of us.

Actions to start doing:
1. We should come up with a solid plan for exactly what we're doing, and allocate tasks as such.
   a. A lot of time is spent brainstorming different ideas for our project, when we should just stick to one.
2. We should spend more time working together.
   a. Pair programming seems like it would be especially effective during the ramp-up period, and even beyond. We're more likely to do work when we feel pressured by our teammates good efforts.

Actions to keep doing:
1. Continue scrum meetings
   a. Although we've been occasionally late, we've consistently held meetings 3 times a week, and that works really well.
2. Keep researching d3 and other visualization modules
   a. Although this sprint was primarily for learning d3, none of us are experts by any means, and we should continue learning as we go througfh our project.

Completed/Not Completed
1. Learned d3 and have a solid base of understanding
   a. This sprint was primarily ramp up, and our high level goals mostly involved messing around with d3 and creating different files that illustrated different functions that would be especially useful for us.

Work Completion rate:
- Approximately 6-8 hours each of research and independent work on d3 related functions and example prompts.

- Approximately 2 hours each of reading materials provided by Jullig and co.

Goals: Learn d3.

Accomplishments: Learned (some of) d3

Backlog: Everything.

Burnup Estimate: 30-40 hrs

Sprint 1 burnup