**Sprint Four Report**

**Budget-Tracker**

**12/03/2017**

**Actions to Stop Doing:** As a team we feel that we have implemented essentially every User Story we wanted except for the OCR implementation. There simply isn’t enough time to consider starting it during the Sprint, and certainly no time to start it before the first release. Given this, we are to cease beginning any other full implementation of additional features to the app.

**Actions to Start Doing:** Now that the first release, version 1.0, is out, we are to prioritize unit testing throughout the entire app to both potentially find any small additional bugs that would require relatively little time to debug, and to prove that all of our features have basic, proper functionality. We are also to start documenting all our app’s functionality.

**Actions to Continue Doing:** Though this is technically the final sprint, there is still time to make some final finishing touches to our features, including minor improvements to functionality, cleanup and organization of code, and basic UI additions.

**Work Completed:**

* As a developer I want a way for the user to input prices from a receipt so that they don’t have to always do it manually.
* This is without any OCR implementation, however, which was a unanimous decision among the team.
* As a developer I want the UI to be more visually appealing and user-friendly.
* As a developer I want to create a graph so the user can compare their budget and expenses across weeks.

**Not Completed:**

* As a developer I want to make sure the app works in all aspects.
* For the time being, we only have unit tests for the WeekLongBudget class.

**Work Completion Rate:**

**Estimated Ideal Work Hours Completed: 27 hrs**

**Total Number of Days in Sprint : 13**

**User Stories/Day: 0.31**

**Ideal Work Hours/Day: 2.08**