**Team Color:**
Red

**Team Members:**
Andrew Bradberry
Joshua Osborne
Brian Greber
Christopher Rodriguez

**Github:**
https://github.com/JoshuaOsborneCYEN/StupidBlackjack_RedElite

**Trello:**
https://trello.com/b/k2EBiwby/stupidblackjack-red-elite

**Questions:**

**Did you have to change the amount of story points estimated for a story? If so, why and did you lower or raise it?**

Yes, we changed the amount of story points for a few user stories. For the addiction hotline we raised the story points by 0.5 points because we needed to launch the Internet Explorer application, which was more work than initially assumed. We reduced the win-streak story points from 2 to 1 because the story was easier to accomplish than we originally assumed.

**How was using version control and Git? If applicable, did you find merging changes among team members easy? Did you have to revert your changes to a past revision at any point? Did your entire team use it often, committing and pushing as you go?**

We did use Git's features of branch creation, pull requests, and merging. We did not have any problems with merging. We did not have to revert changes, although bugs were caught and fixed in a few commits. The whole team committed and pushed often (normally on their own branches). Merges were done with the consent and knowledge of the whole team.

**What was your estimated vs. your actual velocity for your sprint? In other words, how many story points did you plan to accomplish and how many did you actually accomplish? Did you finish everything for your sprint? Is your product potentially shippable? Did you get all the core/most important stories accomplished? If you were to do another sprint, would you increase or decrease the amount of story points in your planned workload for that sprint (i.e. would you attempt to increase or decrease your velocity)?**

We estimated that we would accomplish 19.5 story points. We actually accomplished 45 story points. We had to add features because we finished early and to fix bugs. We accomplished everything that we wanted to accomplish for the sprint. Our product is potentially shippable because it is a stable, playable game. If we were to do another sprint, we would probably increase the amount of story points.

**Tell me about how many story points each team member individually accomplished during the sprint. If help was given on a story, count the points for all team members involved. Only count the stories that were finished though.**

Andrew: 13.5
Joshua: 11
Brian 16
Christopher: 12.5

**Tell me how many total Git commits each team member did. Doesn't matter which branch, I just want to know the total number of commits for the entire sprint.**

Andrew:  9
Joshua: 14
Brian: 2
Christopher: 11

**Tell me how many standups did each individual team member miss? If zero, write zero. If you haven't been recording this, that's fine. Estimates such as "1 or 2" is fine. Your teammates should be able to recall if they missed a meeting here or there.**

Our standups were done over GroupMe and in class, so no teammates missed any standups.

**Overall, what kinds of things could you do to increase your velocity if you were to do another sprint? Would you even follow Scrum again or would you make some changes and perhaps introduce some concepts from other methodologies? Could concepts from Kanban (with WIP limits, swimlanes, etc) or Extreme Programming (Pair programming, collective ownership, etc.) help?**

We would increase the number of items in the Sprint Backlog to begin with so that choosing stories would be easier. We also had delays with getting our tools (GitHub, Trello, and GroupMe) set up. Perhaps setting aside dedicated time to work on the project together would be helpful as well. We would probably continue with our current methodology. We already used some concepts from Kanban and Extreme Programming (like columns and collective ownership).