iTradeU
Trade Minions:
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11/04/2016

Sprint 2 Report

Actions to stop doing:

Stop waiting for other people's code to work to start own task. Insead, create a stub if necessary.

Actions to start doing:

If stuck on a problem too long, ask for outside help (for example, from the TA). This way we won't fall behind because critical parts of the project are not yet working (as is the case for the login functionality during this sprint).

Writing unit tests for the code. This is an opportunity to apply concepts we have been learning in class.

Actions to keep doing:

Meeting to work together for several hours in a row, Fridays or Saturdays. This is a good way to help each other on parts we are stuck on.

Pushing code to github as often as possible. That way others can reference and use the most up-to-date versions of the code.

Work completed/not completed:

Work not completed:

As a user, I want to be able to log in with a Google or Facebook account, so that I can access the website or application. (at 50%, front end completed)

As a user, I want to post items to potentially trade with those of other users, so that I can exchange things I own for things I want.
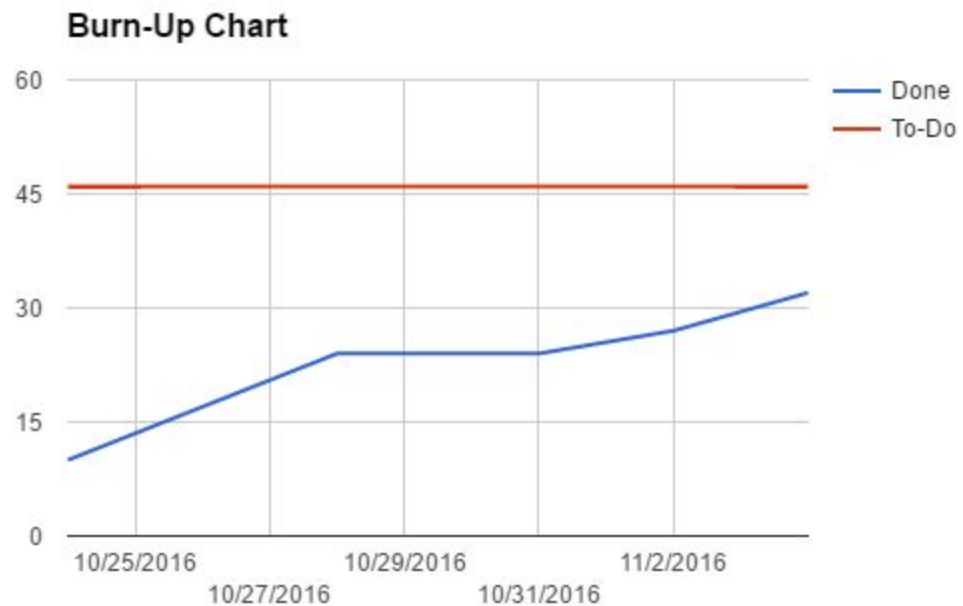
Work completion rate:

For sprint 2:

Total number stories completed: 0 of 2

Total ideal estimated work hours completed: 32 of 46

Total number of days: 16

Meeting	Done	To-Do
10/24/2016	10	46
10/26/2016	17	46
10/28/2016	24	46
10/31/2016	24	46
11/2/2016	27	46
11/4/2016	32	46

Link to detailed burn up chart:
https://docs.google.com/a/ucsc.edu/spreadsheets/d/1abvUzsIVlX21EUhSAbE3a9zqBdE2fmXhpMnH1PjORkQ/edit?usp=sharing

Across all sprints:

Average user stories/day: (3+0)/36 = 0.83

Average ideal work hours/day: (50+32)/36= 2.28