

Sprint 1 Report

Product Name: SlugLife

Team Name: Athlatex

Revision number: 1

Revision Date: October 16, 2015

Actions to stop doing:

- The team should stop wasting time during scrum meetings. We get side tracked over small non-actionable issues when we should really just move on.

Actions to start doing:

- The scrum master(s) should come prepared with an agenda for meetings. This will alleviate confusion as to what we are supposed to accomplish during the meetings.
- We need to be more detail oriented in our group deliverables. We have had last minute changes because the tasks of filling out the deliverables were not assigned properly and we were not reading the requirements as we needed too.
- Document more clearly on task cards names, ideal hours, and actual hours so they are less confusing.
- This last sprint we mostly programmed either with a partner or by ourselves and I think it would be a good idea if we also worked in the same room just so we can be more coordinated and the work can flow more easily. Maybe on the weekends we can meet up and work together as a group.
- Make sure anyone who has written software pushes their new code onto github that day so the entire team is up to date on what's been implemented.
- Team members without Macs can use the lab computers to review, write, and test in xCode when they want to work alone.

Actions to keep doing:

- The group communicates well and stays in touch in multiple ways, Facebook, group text and phone calls. No team member is ever "unreachable" or "offline."
- Pair Programming. Our team has been very effective in dividing into smaller teams and attacking different user stories and tasks with other team members. Team members rarely work on the project separately.
- The level of respect among team members is great, any criticism has been respectful and productive.
- Scrums have never gone past our allotted 15 minutes, even if we do get off topic sometimes

Work completed/not completed:

List of completed user stories:

1. As a developer, I want to complete a basic tutorial in swift so that I am comfortable with the language we will be coding our app in.

Ideal Hours: 12

Actual Hours: 12

2. As a developer, I want to get comfortable using XCode so that our group is proficient in using and testing iOS applications and developing within Xcode.

Ideal Hours: 12

Actual Hours: 12

3. As a database admin, I want to research/pick a remote database sponsor so that we have place to put our data.

Ideal Hours: 4

Actual Hours: 3

4. As a developer, I want to be make a college button that includes a list of all colleges.

Ideal Hours: 6

Actual Hours: 3

5. As a developer, I want to have an integrated UCSC Campus map in the map tab of the application so that I can see where to go.

Ideal Hours: 3

Actual Hours: 3

6. As a developer I want to connect to the database to enable client/server interaction.

Ideal Hours: 10

Actual Hours: 12

7. As a developer, I would like to create a login prompt and keyboard popup so that event admins may add events to the app.

Ideal Hours: 4

Actual Hours: 5

List of uncompleted user stories:

1. As a database admin, I would like to populate the database with a single test event to enable further development stages.

Ideal Hours: 4

2. As a developer I would like to create a dummy event and show that event in the home view of the application.

Ideal Hours: 8

3. As a developer, I would like to add the event to the event class scene from the "create new event" button.

Ideal Hours: 2

Work completion rate:

- (8) - Total number of user stories completed during the prior sprint.

- (58) - Total number of estimated ideal work hours completed during the prior sprint.
- (15) - Total number of days during the prior sprint.
- For the previous sprint, the user stories/day and ideal work hours/day figures should be reported.
- (40) - Total Story Points
- (8/15 = .533) - User stories/days
- (40/15 = 2.67) - Story points/days
- (58/15 = 3.87) - Ideal work hours/days

