Sprint 3 Report - SlugDex
Date: 11/14/2022
Team Name: The Slug Surveyors

Actions To Stop Doing
- Stop working in large bursts
  - This sprint we were still plagued by producing code in large bursts just as we did in the previous sprints. Unfortunately it was hard to improve upon this going into this sprint because of assignment due dates lining up for other courses for the whole team. Going into sprint 4 we hope to finally be able to improve upon this.
- Stop chasing small details
  - Since we were adding large new components to our app, a database, user authentication, settings, etc.., it was hard to not get lost in details like appearance and small bugs that do not affect the overall functionality. Going forward, we should focus on implementing the feature according to our acceptance criteria and moving on to the next task.

Actions To Start Doing
- Unit tests
  - Up to this point we have been manually testing our code and have not been making unit tests just because it seemed easier just to do it manually. We are going to work on producing unit tests for our app going into this next sprint so that we can ensure we are keeping up with our quality of code.
- Documenting Our Project Better
  - So far we've completed our project documentation strictly before when it's due during team meetings. This is great for communication and a cohesive understanding, but it does not allot the proper amount of time or distribute the workload effectively. For Sprint 4, we are assigning documentation tasks to team members so that they don't hinder our development plans.

Actions To Keep Doing
- In-Person Meetings
  - This sprint we had a lot more in-person meetings where we either were just planning or we were actually writing code. When working on code in this setting it made it easier to ask questions to each other and collaborate as opposed to waiting for a response through a message.
- Code Collaboration
  - This sprint we continued to do code collaboration just as we did in the previous sprint and it worked very well. Not only were we able to produce a lot of code but we were also able to produce quality code. All of the features we produced this sprint were robust and very scalable. We plan to continue this into the final sprint to ensure we can produce the best possible quality

product.

Work Completed
- As a player, even if I lose/break my device I still want to maintain my progress.
- As a user, I would like an intuitive login system and interface as well a way to customize the app to my liking.

Work Not Completed
- As a user, I would like to see my user progress so that I can compare and compete with my friends.
- As a user, I would like art and UI elements for the app, so that I find the interface more appealing.

Work Completion Rate
- Stories Completed:
  - During this sprint we were able to complete half of the ambitious stories that we had planned for this sprint, with 80% completion of tasks to the uncompleted stories.
- Work Hours Completed:
  - 65 work hours
- Total Days in Sprint:
  - 14 days
- User Stories/Day
  - Every day we completed about 14% of an individual story
  - Each day an average of 4.64 work hours was spent on the project, that is about 1.16 hours per person

Final Sprint Burnup Chart

Burnup Chart