

# **Sprint 4 Report - SlugDex**

**Date: 11/28/2022**

**Team Name: The Slug Surveyors**

## **Actions To Stop Doing**

- Manually Unit Testing
  - Most of our tests have involved manual testing which could slow down development of certain features if the new feature breaks old code but we don't know where it broke. Automated testing will help catch where exactly we are going wrong and can speed up development in some cases.
- Inconsistent Meeting Times
  - This sprint happened during the holidays so it was a little hard to stay consistent in our meeting times. A lot of meetings needed to be moved around because of the holidays which is something that we could have just pre planned for.

## **Actions To Start Doing**

- Better Code Commenting
  - Some code is commented thoroughly while other code is not as thorough so we should focus a little more on ensuring that our code is commented well for the times where we may need to work on eachother code.

## **Actions To Keep Doing**

- Merging Code In Person Or On A Call
  - Whenever we had a big merge that meant we were going to be mixing code from multiple developers together. So communicating live while doing this really helped with the process because we were able to work out the conflicts easily.
- Updating Each Other Outside of Meetings
  - One thing we do a really good job at is updating each other outside of our meetings about work we are doing on our own branch. This really helps out because we are able to account for any conflicts that could arise in merges when developing our own code.

## **Work Completed**

- As a player, I want to see my progress so that I can compete with other players and feel a gaming experience.
- As a user, I want an intuitive user interface that makes the app enjoyable to use.
- As a user, I would like a customizable profile to associate my progress with.

## **Work Not Completed**

- N/A

## **Work Completion Rate**

- Stories Completed:
  - During this sprint we were able to complete all 3 of the stories that we planned for.
- Work Hours Completed:
  - 60 work hours
- Total Days in Sprint:
  - 14 days

- User Stories/Day
  - Every day we completed about 21% of an individual story
  - Each day an average of 4.28 work hours was spent on the project, that is about 1.07 hours per person

## Final Sprint Burnup Chart

### Burnup Chart

