Sprint 2 Report - SlugDex
Date: 11/1/2022
Team Name: The Slug Surveyors

Actions To Stop Doing
- Stop working in large bursts
  - Balancing our other classes and working on the project created situations where we would complete, review and merge large portions of tasks into the project at once. Then, we would leave the project untouched for a period of time. Instead, we should try to spread our working hours daily to better utilize Scrum meetings.
- Pushing without communication
  - In sprint 2 we performed a lot of pushes to the development branch when we were not all together. We should focus on only performing merges to the development branch when we are all together to avoid possible issues that could arise. Going into sprint 3 we are going to be making major changes so we must make sure we are all on the same page with merges.
- Small number of Scrum meetings
  - While we did achieve all of our goals for sprint 2, we did not have as many meetings as we should have. This could have arisen from the fact that we made a lot of progress in a short period of time so we had meetings only after those tasks were completed.

Actions To Start Doing
- Code review meetings
  - Before working on new features, we should hold a meeting and go through the code file in question. We should suggest ways to improve efficiency, clarifying comments or structure/name changes. This would also help to keep the team up-to-date on the state of the project even in areas where individuals did not make contributions.

Actions To Keep Doing
- Keeping up with deadlines for tasks
  - The Scrum master did a good job at holding people accountable and making sure that they were keeping up with deadlines. Continuing this is going to be crucial going into the next sprint because it is a lot more ambitious.
- Code Collaboration
  - In sprint 2 we did a lot of code collaboration where multiple of us worked on the same story tasks and it helped make those tasks get completed really quickly. Going into the next sprint I think this will be crucial to work together because we are going to work on very complex topics that a lot of us are not familiar with.

Work Completed
- As a player, I want a picture or map-related hint so that I can more easily discover this entry.
- As a player, I want to mark locations as found so that I can view the entry corresponding to it and collect it.
- As a player, I want my progress saved so I can see which locations I have found and which I haven't.
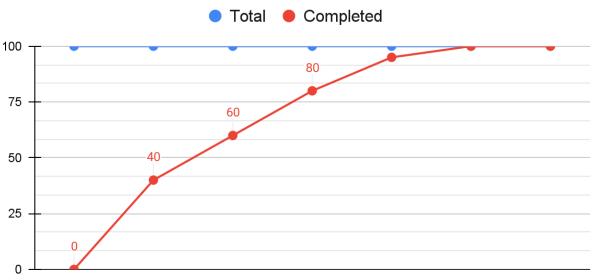
Work Not Completed
- N/A

Work Completion Rate
- Stories Completed:
  - During this sprint we were able to complete all of the stories that we had planned for this sprint.
- Work Hours Completed:
  - 60 work hours
- Total Days in Sprint:
  - 14 Days
- User Stories/Day
  - Every day we completed about 20% of an individual story
  - Each day an average of 4.29 work hours was spent on the project, that is about 1.07 hours per person

Final Sprint Burnup Chart

Burnup Chart