

Sprint 1 Report - SlugDex

Date: 10/18/22

Team Name: The Slug Surveyors

Actions To Stop Doing

- Sprint plans that are too ambitious
 - For sprint 1 we set a very ambitious sprint plan to knock out a majority of our stories, which was not a good idea. We wanted to get up to an MVP in our first sprint as opposed to taking our time and focusing on the quality of the code that we were producing. In the long run this will help us release a more refined final product and not something that was rushed with a ton of features that don't have a focus on quality.
- Leaving others behind
 - If a person is further ahead than everyone else on their task, they should stop where they are so that they do not continue to go further from where the rest of the team is at. They should focus on helping anyone that has gotten stuck or is at a roadblock so that they can catch up.
- Inconsistent meeting times
 - Our plan was to have our Scrum meetings after class which is a good idea because we will all be in class, in theory. But sometimes we can't make it so we should make more of an effort to all be there for that morning meeting or just change the time to a time where we can more consistently meet. Also keeping the meetings in person is going to be most beneficial to our productivity from what we observed.

Actions To Start Doing

- Focus on code quality
 - Instead of pushing out as many features as possible we should focus on producing higher quality iterations of the feature we already have implemented. We need to set our scope for a quality version of our base functionality.

Actions To Keep Doing

- Researching topics before implementing them
 - We have done a really good job so far at thoroughly researching and understanding topics before implementing them into our code. This is good because it ensures we know exactly what our code is doing as opposed to referencing something and using the code as a blackbox.
- Communication
 - Team communication has been really good, we have been very clear with each other from the start what we all have been individually working on.

Work Completed

- As a player, I want to see my live location on a map so that I can see how close I am to a target location
- As a player, I want to have entries that contain information about a location so that I can learn and discover facts about campus
- As a player, I want to see entries in a thoughtful way so that I can discover information about it.

Work Not 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.

Work Completion Rate

- Stories Completed:
 - During this sprint we were able to complete 3 out of 5 of our user stories because we were too ambitious with our planning for this sprint.
- Work Hours Completed:
 - 75 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 5 work hours was spent on the project, that is about 1.25 hours per person

Final Sprint Burnup Chart

Burnup Chart

