

Sprint 3 Report

Product name : AmazingMusic

Team name : AmazingMusic

Document Name: Sprint 2 Report

Date : 7/23/18

Actions to stop doing:

1. Ineffective Communication. This includes over-explanation or unnecessary discussion.
2. Late for the meeting

Actions to start doing:

1. Talk briefly. Get to the point when talking.
2. Keep focus on the task
3. Be on contact in slack
4. Understanding other's code more clearly
5. Refactoring our code to fit team-defined coding style

Actions to keep doing:

1. Communicating and collaborating together
2. Meeting often (5 meetings per week)
3. Scheduling effectively
4. Update Burn-up Chart often
5. Update Scrum board often; effectively
6. Testing code
7. Keep scrum meetings at 15 minute maximum

Work completed (hours completed in parentheses):

1. As a user, I want to navigate an attractive and easy-to-use interface where I can click to play, edit, and share audio files. (User Story Points: 8)
 - A. Improve and Reformat the User Interface in Visual Studio. (4 hr)
 - B. Make a connection between UI's SignIn/SignUp functionalities and the Server. (3 hr)
 - C. Make a connection between UI's search functionality and the Server. (3 hr)
 - D. Make a connection between UI's download functionality and the Server. (3 hr)
2. As a user, I want to play the music in the application (User Story Points: 5)
 - A. Rewrite the music playing part with window media player. (2 hr)
3. As a user, I want to edit the music in the application (User Story Points: 13)
 - A. Implement a filter combination in FFMPEG that alters the pitch of an audio track. (8hr)
 - B. Implement a filter combination in FFMPEG that alters the tempo of an audio track. (6hr)
4. As a user, I want to be able to search other's music artworks. (User Story Points: 13)

- A. Implement the search feature so that client can search others' music(url) in the server. (5hr)
- 5. As a user, I want to be able to download other's music from the server. (User Story Points: 8)
 - A. Implement the download feature so that client can download from url. (3hr)
 - B. Make connection between file server and general purpose server. (3hr)
 - C. Make connection between UI and the music playing code. (3hr)
 - D. Make connection between UI and the music editing code. (4hrs)
- 6. As a user, I want the application to be reliable and bug-free. (User Story Points: 13)
 - A. Make the rigorous unit test code for server part. (7hr)
 - B. Make the unit test code for music playing part. (3hr)
 - C. Test all of the functions of the User Interface. (2hr)

Work not completed:

- 5. As a user, I want to be able to download other's music from the server. (User Story Points: 8)
 - E. Make a connection between the entire front-end code and server. (8hr)

Work completion rate:

Total number of user stories completed: 5
 Total number of estimated ideal work hours completed: 64 hours
 Total number of days during the prior sprint: 7 days
 Total user stories completed per day: 0.714
 Ideal work hours per day: 9.57