Sprint1 Report

Product name : AmazingMusic

Team name : AmazingMusic

Document Name: Sprint 1, Report

Date : 7/9/18

Actions to stop doing:

1. Allowing Scrum meetings to go over 15 mins
2. Ineffective Communication

Actions to start doing:

1. Keep scrum meetings at 15 minute maximum
2. Testing code
3. Update Burn-up Chart often
4. Update Scrum board often; effectively

Actions to keep doing:

1. Communicating and collaborating together
2. Meeting often
3. Scheduling effectively

Work completed:

1. As a user, I can import music from my local disk.
   1. Read files with java.io.\*
   2. Decode audio into arrays
2. As a user, I can know if a file is a valid audio or not.
   1. Read file header
   2. Validate file header
3. As a developer, I want to make a valid socket client machine.
   1. Make a client machine which matches socket framework.
   2. Make the client can send proper object as request to the server
4. As a developer, I want to make a valid socket server machine.
   1. Make a server machine which matches socket framework
   2. Make the server can receive proper object as request from the client
   3. Make a decoder
5. As a developer, I want to make a shell outside the core server.
6. As a developer, I want to expose proper APIs to the Internet
   1. Make these APIs so they can be accessed right after something comes in from the open port

Work not completed:

1. As a user, I can play music in this software.
   1. Play music
2. As a developer, I want to make a shell outside the core server.
   1. Create a shell
3. As a developer, I want to expose proper APIs to the Internet
   1. Decide what and which API we need to expose to Internet and how

Work completion rate:

Total number of user stories completed: 4

Total number of estimated ideal work hours completed: 21.5 hours  
 Total number of days during the prior sprint: 4 days

Total user stories completed per day: 1

Ideal work hours per day: 5.375