Team Members:

* Jason Chancey
* Garret Gresham
* Timothy Oliver

GitHub and Trello URLs:

* GitHub Project: <https://github.com/LuckyLaharlTim/Quadris.git>
* Trello Board: <https://trello.com/invite/b/1pjq2B0k/74ffbfbcb02aa3760e0f5a53ed6559b4/blue-ricky-quadris>

**Questions and Tables**:

1. Estimated velocity vs. Actual velocity

Estimated: 36/2 weeks or **18 story points per week**

Actual: **31/week**

* + Most points were accomplished in the second week

1. Number of story points planned vs. accomplished

Planned: 36 (rose to 41 by end of sprint)

Accomplished: 31

* + The number of planned points for the next sprint would likely decrease and slowly rise as sprints went on.

1. Is product potentially shippable?

Yes, the game is in a functional state.

—Timothy — I say the product is not potentially shippable because two implemented features are still only partially implemented with one (the areas to display next and hold pieces) still having their panel. If those features footprints’ are removed or fully implemented, the product would be potentially shippable.

1. Are all core story points accomplished?

No, this is due to time crunch and realization of the difficulty of implementing some features. Both of the features not fully implemented (Grab Bag can arguably be extra, but we decided it was core) were core features.

1. Changes to story points if another sprint were to be done.

The point value of some objects could be reevaluated based on new understandings. This mainly applies to user stories like the displaying pieces and related stories that were likely raised in value due to the difficulty of implementing the display. (Q7 and Q9 would likely have their point values swapped).

1. Table of story points by team member.

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Story Points Accomplished** | **Percentage of Total Accomplished Story Points** |
| Jason Chancey | 0 | 0 |
| Garret Gresham | 16 | 51.61 |
| Timothy Oliver | 15 | 48.39 |

* Total number of story points was 41
* Total number of accomplished story points was 31

1. Table of Git commits by team member.

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Git commits Made** | **Percentage of Total Git Commits Made** |
| Jason Chancey | 0 | 0 |
| Garret Gresham | 8 | 44.44 |
| Timothy Oliver | 10 | 55.56 |

* Total number of git commits (not counting the 3 relating to this pdf) was 18

1. Ideas of increasing velocity.

Velocity could be increased with better workload distribution and improved point allocation to user stories. Although there were multiple in-person meetings outside of class, there was no time spent coding together aside from the initial meeting. Beginning the sprint off with a meeting to ensure every team member has a working version of the program and related installations on their machine would definitely increase our velocity. Pair programming would also be a way to include the thoughts of members having machine issues. Unfamiliarity with Visual Studio and Windows Forms was solved throughout the sprint for most of the team, but also prevented conversation that would help us effectively help others with problems.

Otherwise, talking about features that other user stories imply would be helpful if any core components were to be added or finished, so that if one feature can be implemented without the implied one the two can be split into separate user stories.