**Academic Services Group**

Playing “Planning Poker” somewhat assisted our team in story point estimation. Having each member’s individual experience weighed in for each user story was beneficial. With “Planning Poker,” we were able to discuss the difficulties or dependencies that could have caused certain user stories to be more challenging or time consuming. For this sprint, there were not any stories where our team could not compromise on a number. Additionally, our initial story point estimates for the user stories in this sprint varied by only a few points (e.g. 5 versus 8). As our project continues, we are becoming more in sync and like-minded, learning to trust each other’s judgements. Also, our estimation is improving because we are all becoming more familiar with Android development.

To communicate for our daily scrums, we either met in person or utilized video calling on Google Hangouts. For this sprint, we used Google Hangouts somewhat more frequently because of the fewer amount of classes held during the time period. To arrange our meetings, we used GroupMe. Our meetings were typically at 4:00 P.M., 5:00 P.M., or 9:00 P.M. Our video calls occurred around 6:00 P.M. or 6:30 P.M, lasting around 20 minutes (providing time for everyone to join the call and discuss their work). Our in person daily scrums were typically 10 to 30 minutes long and extended into time where we were able to work with and help one another.

Our estimated velocity for this sprint was 79, and our actual velocity was 78.5. As a team, we finished everything for our sprint aside from the following user story: “As a developer, I want to fix the bug with Species Info page that causes it to display null for all data so that it displays the information it should.” This user story was worth 3 story points and was assigned to Michael Towns, who made substantial progress on the story but was not quite able to complete it during the sprint’s time frame. Brad Ewing added two user stories during the sprint because he recalled that adding the use of abbreviated state names was requested during our presentation of the app. Even with the addition of these user stories, he was able to complete all of his user stories by the end of the sprint. At the beginning of our sprint, we did not assign the creation of tests to any specific team member. However, we did create a 5 point user story for creating tests. The team members who ended up creating tests (Brad Ewing and Christopher Hebert) added these points (4 and 1 respectively) to their “actually accomplished” story points. Brad Ewing wrote 14 tests, and Christopher Hebert wrote 3 tests. Our product is potentially shippable, meaning it should not crash upon use; however, it still contains functionality and logic errors. We were able to accomplish almost all of the most important stories for this sprint, aside from acquiring and displaying data for the selected species on the Species Info page.

**Story points:**

**Nathan Cooley** Set out to accomplish: 8 Actually accomplished: 8

**Brad Ewing** Set out to accomplish: 13 Actually accomplished: 19.5

**Chris Hebert** Set out to accomplish: 13 Actually accomplished: 14

**Kaleigh Key** Set out to accomplish: 24 Actually accomplished: 24

**Shelby Pace** Set out to accomplish: 5 Actually accomplished: 5

**Michael Towns** Set out to accomplish: 11 Actually accomplished: 8

**Commits:**

**Nathan Cooley** Total meaningful commits: 2 (more like 5)

**Brad Ewing** Total meaningful commits: 17

**Chris Hebert** Total meaningful commits: 7

**Kaleigh Key** Total meaningful commits: 14

**Shelby Pace** Total meaningful commits: 9

**Michael Towns** Total meaningful commits: 4

For this sprint, we used behavior testing. All of the tests created for this sprint were manual. Shelby Pace and Brad Ewing were the team members responsible for making sure every test passed before the sprint finished. Other members (Kaleigh Key, Nathan Cooley, and Michael Towns) completed less formal testing during the process of resolving merge conflicts. We have a total of 35 tests that pass. No automated tools were used to run tests. Christopher Hebert and Brad Ewing created/wrote the tests for this sprint.

For the next sprint, we will keep our amount of planned story points at roughly the same amount. This amount may increase slightly due to the fact that the project and quarter are quickly reaching their end. The amount of story points we planned for this sprint were sufficient to keep everyone busy throughout the sprint’s time period. In the next sprint, we plan to merge each of the branches a few days before the end of the sprint so we can more easily resolve errors. Also, we intend to create a more specific plan for determining what tests need to be written. Finally, we are planning to increase our number of in person meetings. Meeting in person more frequently will keep us accountable and allow us to assist one another with problem solving.

**Burndown Chart and Tables:**

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| --- | --- | --- |
| **Date** | **Remaining Points** | **Chart** |
| 3/12/2018 | 79 |
| 3/13/2018 | 79 |
| 3/14/2018 | 79 |
| 3/15/2018 | 76 |
| 3/16/2018 | 68 |
| 3/17/2018 | 66 |
| 3/18/2018 | 66 |
| 3/19/2018 | 66 |
| 3/20/2018 | 53 |
| 3/21/2018 | 53 |
| 3/22/2018 | 53 |
| 3/23/2018 | 53 |
| 3/24/2018 | 53 |
| 3/25/2018 | 3 |
| **Velocity** | 78.5 |

|  |  |
| --- | --- |
| **Date** | **Stories Moved to Done** |
| 3/15/2018 | (3) Create the layout of the map page and allow the user to be redirected to the map page. |
| 3/16/2018 | (8) As a user, I want the application to save my search history so that I have a reference to what I previously searched. [8] |
| 3/17/2018 | (2) As a developer, I want to update the help page so that it includes the newest application information. |
| (2) Allow the user to search by county using state abbreviations |
| 3/18/2018 | (0.5) Allow user to search by state using state abbreviations. |
| 3/20/2018 | (5) As a user, I want to be able to clear my search history so that the history doesn't take up space on the phone. |
| (8) As a developer, I want to coordinate GPS data into the application so that I can input it into the "What's Around Me?" button/request. |
| 3/25/2018 | (8) As a developer, I want to improve the style and design of the application so that the application looks clean and professional. |
| (8) As a user, I want to be able to view an image of the species on the SpeciesInfoPage so that I can see examples of the species. |
| (5) As a developer, I want to create about 15 additional tests so that the application's new features can be tested. |
| (8) As a developer, I want to add an overflow menu to contain multiple icons on the action bars of the application so that the screen is not cluttered. |
| (8) Research how to implement the map page and begin implementing the map page. |
| (8) As a developer, I want to filter by some characteristic (genus) so that I can get an idea of what filtering in the application will look like. |
| (5) As a developer, I want to make sure the search by common or scientific name produces multiple results for the user only inputs part of a  common or scientific name so that the user has all options to see and select. |