Sprint 4 Report JamCircle Team JamCircleDevs March 12, 2024

Actions to Stop Doing:

- **Bouncing around tasks**: Our priority should be the user stories and everyone is assigned tasks for each one. However, sometimes we get distracted by adding another feature not in the backlog. Although the bonus features enhance the user experience, we should be focusing on the use stories as a first priority.
- Starting work later in the week: Though we do have other classes and assignments, we tend to start putting in hours later on in the week rather than spreading the workload throughout the week. It would be more efficient for the team to allocate more time daily for development.
- Working on the same components: Sometimes there is a lack of communication and developers work on the same components at the same time which makes it inconvenient when merging branches.

Actions to Start Doing:

- **More documentation**: We need to start adding more comments and keep track of any bugs we encounter. This will help with communication and code readability.
- **More scrum meetings**: This sprint we've had fewer scrum meetings due to time conflicts amongst developers. This has hindered our communication within the team.
- **Designing UI**: We have gotten into the habit of waiting for the backend to be complete before designing the UI which has slowed down progress. We should have the front end already planned out and implemented so that once the back end is finished, it can be a quick fusion of the two.

Actions to Keep Doing:

• **Doing our assigned tasks**: Everyone knows what task they are assigned and gets it done to the best of their ability promptly. If someone needs help with their task they reach out or if someone has finished their task early they help out with other tasks.

- Communicating merges: Everyone does a great job of communicating to the team when a new feature or commit has been merged to the main branch so that the team can update their working branches.
- **Helping each other**: The team has done a great job of asking for help and asking questions about any functionality or components they don't understand. This allows others to understand the app implementation and get work done more efficiently.

Work Completed/Not Completed

Completed

- User Story 1: "As a user, I want a voice channel to discuss with people about music"
 - Connect to other users to join a voice call
 - Create a simple UI of a voice/listening lounge that is easy to join

Not Completed

- User Story 2: "As a user I want music to play while hanging with friends to create fun study sessions"
 - Synchronization of playing music amongst all users in the call
 - Users able to play/queue songs to synchronized music stream
 - Design a user-friendly UI to play/queue songs

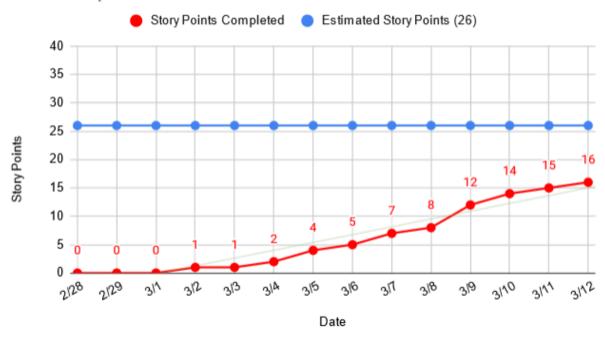
Work Completion Rate

User Stories Completed:	2
Estimated Ideal Work Hours (Story Points):	26
Number of Days in Sprint:	14
User Stories Per Day for Sprint:	0.07
Ideal Work Hours Per Day for Sprint:	1.85

User Stories Per Day Total: 0.24

Ideal Work Hours Per Day Total: 2

S4 Burnup Chart



Total Burnup Chart

