Sprint 1 Report
Ver1.0
Digital Butler
Team Digital Butler
10/22/2017

Actions to stop doing:
The team should stop being irresponsible with their own time management because the team tends to be unable to attend predetermined scrum meetings because of uncertainties in schedules. The team should stop cancelling scrum meetings, especially near the weekends where discussion of what needs to be completed is crucial.

Actions to start doing:
The team should be able to use all of the technologies by sprint 2. Everyone seems to be behind in proficiency in the technologies we need to learn due to midterm exams and workload from other courses. The team should also schedule more group coding sessions where everyone can collaborate in learning and accelerate our application's development. The slow pace appears to be from lack of communication with everyone's progress.

Actions to keep doing:
Continuing to learn Technologies

Work completed:
      Task 2: Be able to share code among group members.
      Task 3: Understand how navigation of the digital butler website works and learn what options would be necessary for the application.
      Task 4: Allow users to touch/click buttons that the application may have. This will prepare us for the future need of further user interaction with the application.

Work not completed:
      Task 1: Learn the necessary technologies for the web application.

Work completion rate:
User stories: (⅔ completed)   ETC(Estimate Time Cost)   ATC (Actual Time Cost)
      -User Story 1(unfinished) ETC(8) ATC(>8)
      -User Story 2(completed) ETC(1) ATC(1)
      -User Story 3(completed) ETC(1) ATC(1)
Estimated Time Done This Sprint:
      -Task 1: (8) pts (not done) 1 week, but needs more time to learn technologies
      -Task 2: (1) pts (done) an hour
      -Task 3: (1) pts (done) an hour
      -Task 4: (1) pts (done) 3 days

Burn-up Chart:

Points scored