Sprint 1 Report

DFS Lineup Optimizer
DFS Developers
February 2, 2018

- **Actions to stop doing:** The team should stop working on parts of the project that are still in the backlog because it will distract from the current spring tasks of higher priority.
- **Actions to start doing:** The team should make the tasks smaller and more explicit so they can be completed quicker. The team should more accurately estimate work times for each task, since tasks were consistently over-estimated last sprint. The team should start consistently pushing to GitHub to prevent the loss of data we had.
- **Actions to keep doing:** The team should keep communicating through Discord as it has been very useful for keeping the project progressing smoothly. Any problems or clarifications needed can be raised and resolved without waiting for the next scrum meeting to take place. The team should keep being on time to meetings because we are able to knock through information quickly if we are all prepared.
- **Work completed/not completed:** All User Stories were able to be completed except for one, the User Story 1: As a new user I want to have an intuitive GUI so I don't have to spend time learning a new tool. This story was the largest we had as it encompassed most of the gui which was the goal for sprint 1. We did not complete the task to have the application open up to a screen size relative to the computer screen's resolution. We completed all the other User Stories, User Story 2: As a user I want it to be an executable so that I can run the application easily offline, User Story 3: As a DFS player I want to choose the number of lineups outputted so I can consolidate my risks, User Story 4: As a DFS player I want a "constraint" for the number of players selected so I can output actual lineups, User Story 5: As a DFS player I want a "constraint" for the sum of a column so I can limit the cost of my team, User Story 6: As a product owner, I want an appealing desktop icon.
- **Work completion rate:** During the first sprint, we completed 5 user stories. For sprint 1, our team estimated we would need about 60 hours to complete all the user stories across 10 days and 5 scrum meetings. However we found as the sprint went by we well overestimated the hours needed. Because we were still new to the scrum system, we designed our burn-up chart with a linear expected hours path, which was not reasonable as we meet 3 days in a row with a long break after that so the expected work should have reflected this. However, according to the spring burn-up chart, we were expected to complete 12 hours of work every meeting. The first meeting, 1/24 we had completed ~8 hours of work. By the 2nd meeting, 1/25, we had completed ~12 hours. By the 3rd meeting, 1/30, we had completed ~25 hours. By the 4th meeting, 1/31, we had completed

~40 hours. By the 5th meeting, 2/1, we had completed ~50 hours. We fell about 10 hours short of the expected total hours for sprint 1.