

# Sprint 3 Report

QuickPick

DFS Developers

March 11, 2018

- **Actions to stop doing:** While we have reached the end of the final sprint, if we were to continue as a team things that we need to stop doing would be making changes without testing. Because this sprint was so strongly centered around bug fixing, we have realized it is important to work on fixing issues as they come up instead of having to deal with the issues all at once.
- **Actions to start doing:** Our team should start working on the project more consistently, and keeping each other updated on what we are currently working on. This was especially difficult for us this sprint because of work in other classes and tests. Furthermore, we should start testing the code more thoroughly. The team should also have visual updates on the progress that is being made by everyone. This can be done by running the latest version of program with everyone.
- **Actions to keep doing:** As a team we should continue to stay in communication with each other. This was important especially the last couple days where we had a lot of work to finish up and it would be difficult to finish if we did not stay in touch.
- **Work completed/not completed:** User Stories 1, 3, and 5 and most of 4 were all completed by the end of the sprint. We scrapped User Story 2 to divert more time towards bug testing and fixing. The uncompleted tasks were focused on bug testing, and the work we did not finish we have documented in our known problems report. Because some of our tasks and user stories in this sprint were focused around bug fixing, it was hard to say when the task was done because we cannot say if the program is bug free.
- **Work completion rate:** During the third sprint, we worked on 5 user stories, and completed 3 and the majority of the fourth one (skipping the 2nd user story as mentioned above). We had a total of 44 hours across all the stories. Due to time constraints, other classes, and tests, we were much more pressed for time than the previous two sprints. Therefore we were slightly behind our projected hours for the second week of the sprint. Because our team met on Tuesday, Wednesday, and Thursday, we completed most of our

hours Friday to Monday, which accounts for the large jumps in our burn-up chart (this was also apparent in the first two sprints).