

Sprint 3 Report

Product: Physical Time iOS Application

Team: The Physical Time Team

Date: March 4, 2018

Revised: March 7, 2018

1 Actions to stop doing

We should stop being disorganized with branching and version control.

2 Actions to start doing

We should start enforcing coding guidelines/regulations and enforce peer reviews before commits and merges to the master branch.

3 Actions to keep doing

Things we should continue to do that will keep the dynamic of our group healthy is storytelling and Scrum meetings where all members are engaged and active. We are building momentum during the final stretch (sprint), so we need to keep it up. We should continue having Wednesday workshops and storytelling sessions for the last sprint of this release.

4 Work completed & not completed

The following user stories from the sprint plan were completed:

- As a user, I want to be able to enter my own values to manually augment the clock and see where the sun is based on the augmented clock (i.e. see what times sunrise, sunset, dusk, dawn occur according to the augmented clock).
- As a developer, I want to be able to dynamically change the back- ground based on the current time (so that it reflects the time of day, like night, nadir, et cetera).

The uncompleted user stories are as follows:

- As a developer, I want to start on the visualization to show the user where the sun is relative to where they are on the Earth.

5 Work completion rate

Sprint 3

- Total number of user stories completed during the sprint: 2
- Total number of estimated ideal work hours completed during the sprint: ~ 30
- Total number of days during the sprint: 14