

Sprint 2 Report

Product: Physical Time iOS Application

Team: The Physical Time Team

Date: February 18, 2018

1 Actions to stop doing

We should stop being tardy to meetings, and we should also stop being lazy with our Scrum board.

2 Actions to start doing

We should start doing a peer programming workshop on Wednesdays, and we should also establish a sense of urgency in terms of meeting certain benchmarks during our sprint. Overall, our morale should be a little higher as a team. We should create more traffic through our communication channels and utilize our Scrum board more than it has been used.

3 Actions to keep doing

We should continue to keep our sponsor, Todd Anderson, in the loop about our progress, as we have continually been doing. We should also continue informal storytelling sessions that occur once a week (we don't have a set time for these informal meetings).

4 Work completed & not completed

The following user stories from the sprint plan were completed:

- As a user, I want to see a augmented clock that displays a 24-hour time format in one clock rotation (usually 12 hours), with 4 hour divisions.
- As a user, I want to see a decent UI in the works so that I may easily navigate the application and know the exact purpose it serves (with no prior knowledge of the application).
- As a developer, I want to integrate an easy-to-use visualization framework to create the clock (e.g. d3.js).

The uncompleted user stories are as follows:

None

5 Work completion rate

Sprint 2

- Total number of user stories completed during the sprint: 3
- Total number of estimated ideal work hours completed during the sprint: ~ 30
- Total number of days during the sprint: 14