Sprint 4 Report: dndsip.ga, Team DNDSIP, December 2

Actions to stop doing:
- Creating html/DOM elements without coordinating with the rest of the team. (e.g. making a checkbox with only an id even though all other checkboxes have names)

Actions to start doing:
- Automated builds and automated testing on each commit
- Be consistent with html/DOM elements and coordinate them with the rest of the team.

Actions to keep doing:
- Continue testing
- Keep communicating well and giving frequent progress updates

Work Completed:
- (8) As a DM, I would like to have a space for me to input initiative rolls and then have those rolls sorted, and then I would like to be able to tell which turn I am on so that I can do this easily.
- (13) As a DM, I would like to have a space to take notes which supports a custom markdown language (the markdown language only needs bullet points, bold, and italics) so that I can keep track of information about my players.
- (8) As a player, I would like to load an existing character sheet.
- (13) As a player, I would like to save a character sheet I am working on.
- (5) As a developer, I would like unit testing implemented in the registration page to make sure that it properly stores users and rejects invalid input
- (5) As a developer, I would like unit testing implemented on the login page so that I can validate that users are able to login based on what is in the database

Work Not Completed:
- (5) As a developer, I would like unit testing implemented in the DM tools so that I can make sure that notes are saving correctly and the initiative tracker works properly.
  - All tasks except save/load completed.
- (5) As a developer, I would like unit testing implemented in the character selection page so that I can make sure that a blank sheet with a unique id is being created.
- (21) As a developer, I would like unit testing implemented in the character sheet so that I can validate the JS and DB storage
  - Nearly all tasks have been finished, the only thing missing is the save/load tests for the weapons, spells, and items tables

Work Completion Rate:
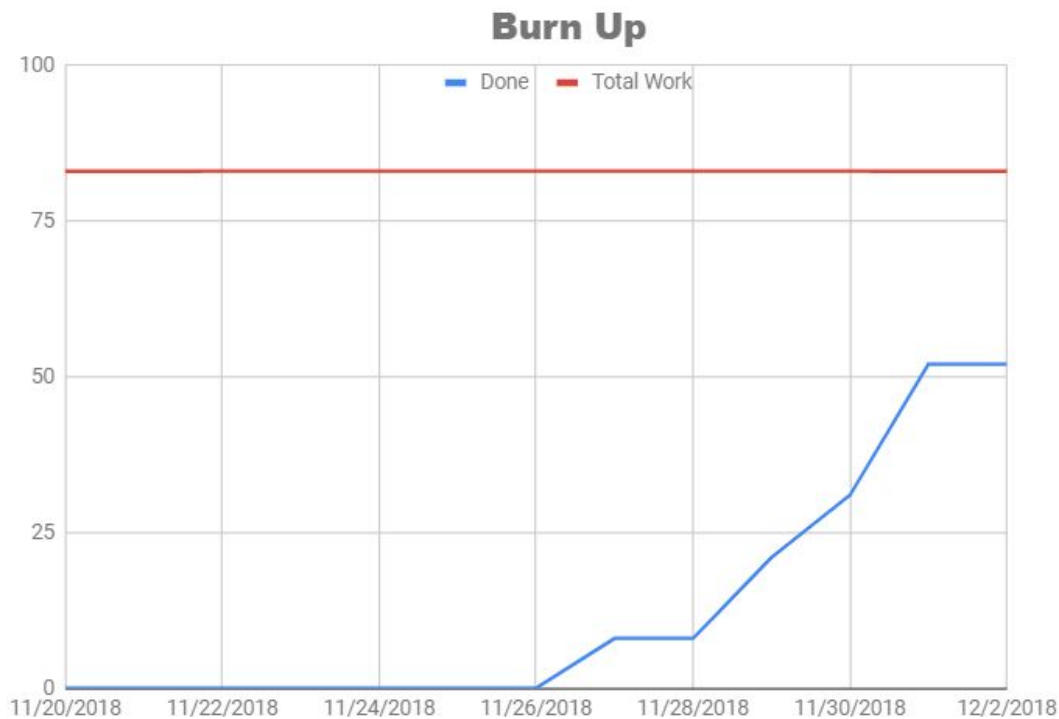
Total number of user stories completed during the prior sprint
- 6 / 9

Total Number of Estimated Ideal Work Hours Completed

- 52

Total Number of Days During Prior Sprint:

- 14

User Stories/Day

- 6 User Stories completed / 14 days = .5 User Stories/Day

Ideal Work Hours/ Day:

- 83 Ideal Work Hours / 14 days = 5.93 Ideal Work Hours/Day

User Stories/Day (Across All Sprints)

- *Ideal:* (8 + 6 + 7 + 9)/(14*4 days) = 30/56 = .54 Stories/Day
- *Actual:* (7+4+4+6) /56 days = 21/56 = .375 Stories/Day

Ideal Work Hours/ Day (Across All Sprints)

- *Ideal:* (48 + 63 + 68 + 83) / 56 days = 262/56 = 4.68 Ideal Work Hours/Day
- Actual: (43 + 55.5 + 34 + 52) / 56 days = 176.5/56 = 3.15 Work Hours/Day