SPRINT REVIEW

**By Team 1**

**Software Agility**

In the beginning of the sprint, we (Scrum team, the product owner, and the scrum master and the stakeholders) came together to chalk out the project’s requirements. We carefully understood the stakeholder’s (here instructor) specifications and built the product backlog. The requirements were translated into epics which were split into user stories which were further split into user tasks.

We did a brainstorming session of how much time (in hours) each user story/ tasks will take to complete. Since in this particular sprint we were required to do all the user stories in the product backlog, the product backlog is the same as the sprint backlog. All the user's stories/tasks have been marked as 'done'. There are no tasks either in the sprint backlog which is not completed. The sprint planning was great and we developed a clear culture of how to deliver work as well as what it means to be ‘done'.

The tasks progressed quickly and we were able to complete it in 12 days. The project was based on the past project. So, this project is a new increment or version to the past sprint. The total story points is 140 points and total hours took by the team to complete was 84 hours.

In this meeting, we received a positive feedback from the stakeholder after a thorough inspection of the product. All the requirements were met successfully and the output of this sprint i.e. the increment is operational successfully and is potentially shippable. As part of enhancement, we feel it is convenient to have a 'delete' icon at the upper right of the screen which will enable the user to delete any shape they have mistakenly added into the right panel. This was not a part of the requirement but new user stories pop up during the sprint review which the customers think would be a great value to the product. There are many more tasks to be added to the next sprint in subsequent sprint planning meetings.