SPRINT REVIEW

By Team 1

Software Agility

At the start of the sprint, we (developers, the product owner, and the scrum master) came together to chart out the project’s requirements. We carefully understood the user's (here instructor) specifications. We created the product backlog with the requirements which were divided into user stories which were further split into user tasks. On the first day, we did a brainstorming session of how much time (in hours) each user story will take. Also, we decided on the priority level of every user story.

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 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 one week. The sprint velocity is 91.5 points per sprint. And our team capacity is 49 hours.

The entire group collaborated as to what user stories can be added in the next increment. One enhancement that can be added to the next iteration is that we can have a 'delete' icon at the upper right of the screen which will enable the user to delete any particular shapes they have mistakenly dragged into the right panel. There are many more tasks to be added to the next sprint in order to increase the value of the product in subsequent sprint planning meetings.

For the next sprint, we have to adjust the product backlog according to the customer(instructor's) requirements.