Sprint 2 Report and Post-Mortem

Sluggo for iOS
Sluggo Team
5/4/21

Things to Stop Doing

- Underestimating the impact of obligations outside the class.
- Overestimating what we are capable of doing in a sprint given the current state of tasks relying on each other plus other coursework
- Ensure sprints do not go overtime in the future, and set the cutoff strictly at midnight instead of manually at night - can this be automated?

Things to Keep Doing

- Continual and regular scrum, with open discussion after the scrum meeting, with a typical length of 30 minutes overall.
- Keep talking in the discord and keep everyone updated in-between scrum meetings
- Keep doing pair-programming mixed in with solo programming as well.

Things to Start Doing

- Lower the estimate of what work we can do, given our current completion rate of tasks, and then pull in more tasks later if we end up having time.
- Communicate what we are intending to design early on
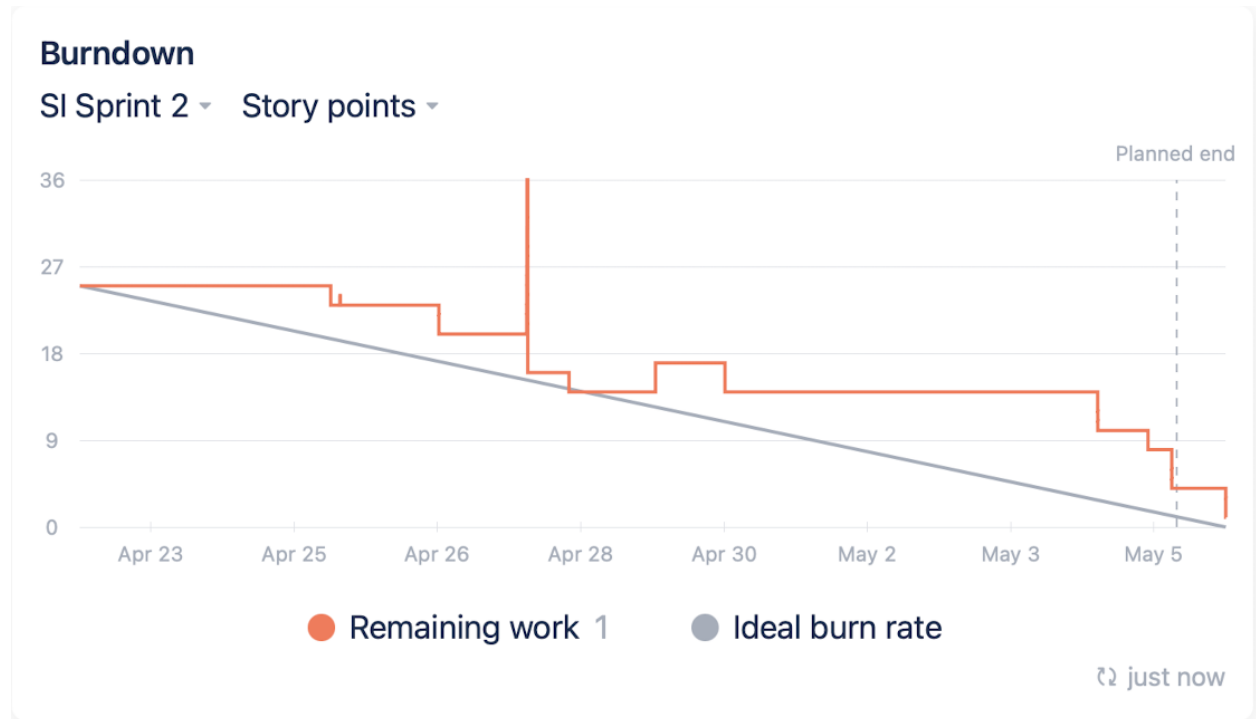- Ensure that design across the app is relatively consistent

Work Completed

- (expected) As a user, I want to be guided through the login process
- As a team member, I want to be able to list tickets for my team
- (expected) As a team member, I want to create a ticket to track a task over the course of the project lifetime (expected to be completed)
- As a team member, I want to quickly glance at any tickets I have pinned.
- As a team member, I want to edit tickets and adjust tasks
- As a user I want to be able to switch between different team contexts

Not Completed:

- As a team member, I want to quickly glance at any tickets assigned to me

Work Completed Ratio

- Total stories completed: 6/7 sprints -> 85% work completed
- Estimated work hours: 55 (where 1 point -> 2.5hrs, 2pts -> 5hrs, 3pts->10hrs), 3.6 hrs per day
- Number of days: 15 (14 plus a late night)
- User stories / day: 0.4 stories a day
- Average across all sprints: 0.235 user stories per day, 2.4 work hrs per day

Burndown

SI Sprint 2 ▾   Story points ▾

Note: we had a late night of working after the precise midnight cutoff, hence the planned end shown above. We will avoid this in the future and try to set this more precisely at midnight.