

Sprint 4 Report

Spotifam

Spotifamers

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Actions to stop doing

- Using poor documentation for commits
- Making pointless commits
- Waiting till the end of the sprint or until off hours to start working
- Not communicating important system changes that could affect team members when testing
- Being overly ambitious with tasks/user stories

Actions to start doing

- Announce system changes in slack channels
- Be more clear with commits
- Combine all repos into a monolith
- Maintain the trello board more consistently

Actions to keep doing

- Meeting up as a team and working together
- Communicating to the team via slack channels
- Bug testing

Work completed/not completed

Work Completed

- Mobile search bar
- Mobile UI
- Player page UI rework
- DvD logo visualizer
- Optimize backend
- Mobile room hosting
- User feedback
- Error checking

- Improved search results
- Error fixes

Work Not Completed

- Queue on mobile
- Drag and drop on mobile

Work completion rate

- User Stories Completed (Sprint 4)
 - 6
- Total Number of Work Hours Completed
 - 30
- Total Number of Days
 - 14
- Average User Stories/Day Across All Sprints So Far
 - $43 \text{ user stories} / 56 \text{ days} = .77 \text{ user stories per day}$
- Average Ideal Work Hours/Day (Split Between Members)
 - 1 hour a day

Spotifam Post Sprint 4 Burnup Chart

