Sprint 3 Report 🎨

Product Name: LiveColor
Team Name: Harmony
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Actions to stop doing:
- Stop thinking of changes until initial ideas are done since it's our last sprint

Actions to start doing:
- Better debugging: test every feature, make sure everything works as intended

Action to keep doing:
- Team should keep learning android as we go, since there's always something new that we won't know how to do.

Work completed:
- User story 1: The user can save colors for later usage in a library directly on the app
- User story 2 (one task incomplete): A dummy saved palettes is displayed, the layout and recycler view are done
- User story 3 (stretch goal not done): The user can export RGB, Hex, and HSV values from the app using the Color Info activity and can a color using the Color Edit activity
- User story 4: Able to keep the color picked & image on Color Picker Fragment displayed when switching between fragments
- User story 5: The selected color is passed to an API to retrieve a name for the color, and that name is displayed to the user.

Work not completed:
- User story 2: Recycler Adapter for Palettes (View is done but with dummy info)
- User story 3: Display palettes with that color in it
- Learning Android Studio, always something new we will have to pick up along the way

Work completion rate:
- Number of user stories completed: 4
  - (if you consider user story 3 complete because task 3 was a stretch goal)
- Number of estimated ideal work hours completed: 25
- Number of days in sprint: 14 days
- Average user stories per day (Sprint 3): 3/14, (0.21)
- Average ideal work hours per day (Sprint 3): 25/14 = 1.79
- Average user stories per day (all sprints): 10/42, (0.24)
- Average ideal work hours per day (all sprints): (17+20+25)/42 = 1.48

Burnup/Burndown chart

Sprint 3