Sprint Report #1

Company: Tanzle
Product: 3D Implementation of a Hyperbolic Graph
Completion Date: October 18th
Team Genesis: Radhika Mitra, Mesuilame Mataitoga, Jessica Villela, Gahl Levy, Stephen Dominici

Actions to stop doing:
So far we have yet to overdo things. The only faults that we have come across as a team have been from ignoring guidelines. Our current system is fine and new additions should be welcomed for future sprints.

Actions to start doing:
We need to show up to Scrum Meetings on time
We are taking the lax approach to Scrum Meetings because we're in the early stages of our project. Although our current tasks have not been very demanding of us, if we continue to let our guard down we may get caught off guard during the sprints to come.

We need to ensure that our computers are compatible with Tanzle's project/software and if they're not find an alternative way to complete tasks
We have had a few issues with this, although nothing game changing has occured. We'll need to ensure that our tools are up to date and are functioning in order to make sure that we are able to complete future tasks.

We need to read deliverable guidelines carefully
We have fallen victim to the assumption that deliverables are flexible. They have exact requirements that are readily available and we need to make sure we understand what those requirements are.

Actions to keep doing:
We need to continue attending our Monday Meetings with Tanzle
These meetings have been a big help to us during Sprint 1. Hopefully in the future we can spend more time working alongside the developers during this time.

Completed:
User Story 1 - As a customer we need developers to familiarize themselves with the Unity platform— to place geometry on screen and to manipulate at least two parameters (position, rotation, color, etc.) with the mouse so that developers can move on to zSpace familiarity. (Estimated 13 story points) (Estimated 13 Ideal Work Hours)

Not Completed:
All user stories were completed.

Work completion rate:
Sprint 1:
    Total Number of User Stories Completed: 1 User Story
    Total Number of Estimated Ideal Work Hours Completed: 15 Hours
    Total Number of Days for Sprint 1: 16 Days
    User Stories/Day: 1/16 User Stories per Day
    Hours/Day: 13/16 or approximately 1 hour per Day