

Sprint 2 Report

Product name & Team name: Poker AI

Date: July 17, 2023

Actions to stop doing:

- The team should stop underestimating story points for each task
- Eliminate redundancy in tasks(i.e. Minimize overlap in work to the extent possible)

Actions to start doing:

- Having at least 1 or 2 long in person meetings where we can work together on big tasks.
This allows everyone to understand more on what is going on, especially from the other project team. Additionally, it helps everyone stay focused which would lead to better efficiency on work getting done. **This is needed in the final sprint.**
- Prompt communication needed in event of failure to make progress/roadblock.

Actions to keep doing:

- Scheduling longer meetings during the night b/c that's when more people are available. ●
Daily Scrum meetings, timeboxed to 15 minutes. Schedule right after class to maximize availability and keep these meetings succinct.
- Divide a large task into more concrete tasks and assign each member to ensure we can make progress more efficiently.

Work completed:

- Backend poker environment finished
- Flask Server created, routes added. Started programmatically testing the backend.
- Calculation of optimal action modified to account for position and pot odds ●
Preliminary integration of frontend and backend achieved with Axios ● UI views,

dropdowns, created and refined in app frontend

- **Work not completed:**

- This sprint's work was completed. There is still significant work to be done in Sprint 3. We assumed responsibility for fewer story points in this sprint given our track record in the last sprint.

Work completion rate:

- 2/2 user stories completed
- 62/68 estimated ideal work hours completed
- 7 days in Sprint 2

Figure: the user stories/day and ideal work hours/day

User Stories and Expected Work Hours

