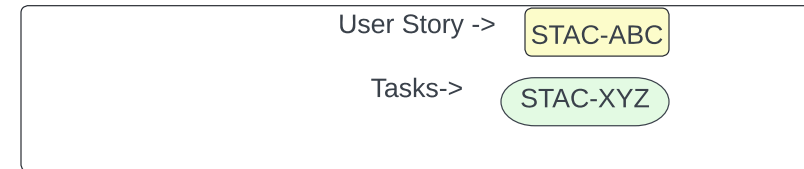
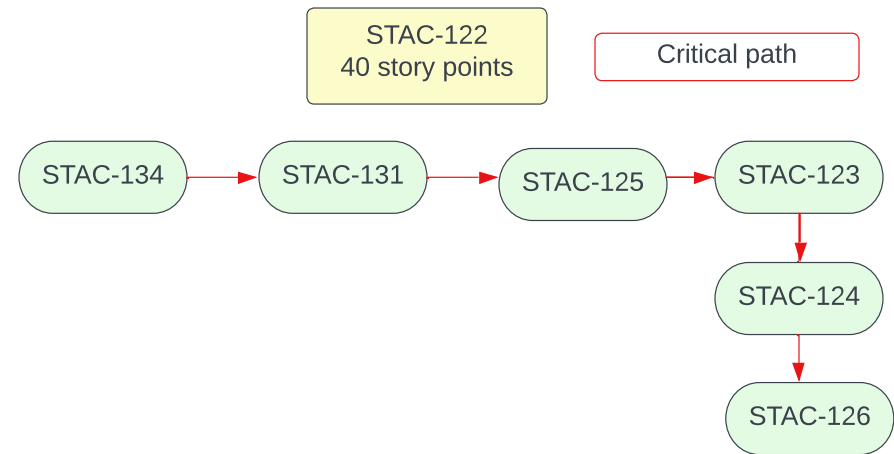
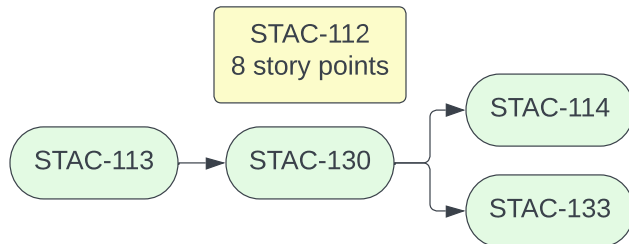
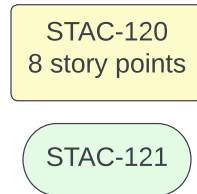
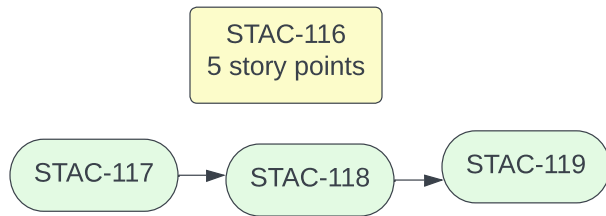
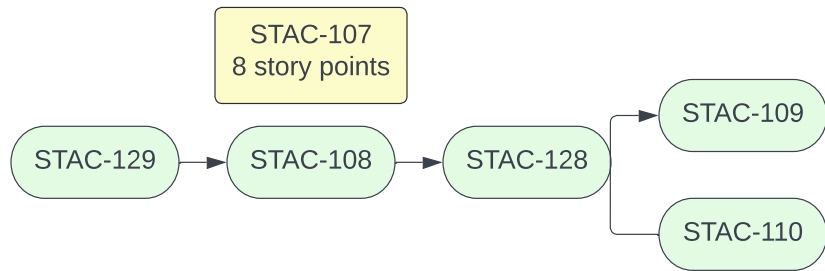


STACKATO STUDIOS

SPRINT 2 SCHEDULE

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CHRISTOPHER NATHANAEL
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SPRINT SCHEDULE EXPLANATION:

We first held a sprint meeting where we discussed and each assigned points to stories. The stories with the points that had the most votes was assigned that specific number of story points. After this, everyone was took upon one task at a time on a first-come-first-serve basis. Tasks were completed, pull requests were made, reviewed and then team members took upon new tasks in the same format. Everyone collaborated, asked for help and helped each other out when required.

The most difficult user story that had to be implemented was STAC-122 and it consisted of the critical path. It was the most difficult story to complete as we needed to figure out how to complete the GET and POST requests to fetch and send data to and from our database.