

Sprint 4 Report

Product name: editThis

Team name: The Edit Team

Date: 12/3/17

Actions to Stop Doing

- Writing code without sufficient planning leading to extraneous refactoring.
- Spending too much time working on incompatible JS libraries

Actions to Start Doing

- Make things prettier from the beginning in terms of CSS
- Make sure your git is linked to your actual account so your commits are shown to be yours
- Make tabs/spaces standardized
- Use React the way its supposed to be(i.e have the canvas support rerendering unless it slows it down too much)

Actions to Keep Doing

- Good clear communication to keep members all updated on status of user stories.
- Meeting consistently to bring up any issues that team members may have trouble with.
- Helping each other with any blockers

Work Completed

- Lasso tool
- Made gamified website with voting system
- Upload edited photos
- Displaying victory screen

Not Completed

(Decided that these tasks were too time-consuming to implement and not a core piece of our desired functionality)

- Crop tool
- Cut and paste pieces of photos on other photos
- Resizing photos

(Yet to implement but will continue working on after Version 1)

- Stickers
- Captions to communicate on photos

We ended up working a lot of ideal hours. However, as the sprint progressed, our vision for the project morphed. Our tasks were modified during the sprint and we ended up cutting out some tasks and adding others. During this Sprint, we were able to create different pages for creating groups, editing pictures, group voting, and the voting result. We also implemented front end

editing tools that were not initially on the Sprint Plan, such as toolbars, an undo button, an extra slider for pen size, and a lasso tool. Our user stories completed may seem less on paper, but this may have been one of our most productive sprints.

Work Completion Rate

2 User Stories Completed(Also task needed for core functionality from other sprints)

48 Ideal Hours

14 Days in sprint

User stories/day: 1/7

Ideal hours/day: 3.5

Burnout Chart

