

## Sprint 2 Report

Project: QuizMatch

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### Start Doing

- Documenting and keeping track of what user is doing once a day and every day.
  - By doing this, it keeps team members on their feet and avoids the confusion of what to do.
- Asking the Product Owner to Specify User Stories
  - When tasking is left up to the Scrum Master without the Product Owner is present, it is show that there is confusion between what the Product Owner desires and what the Scrum Master has in mind. Therefore, the Product owner should enlighten the team members of what the user story needs to be completed.

### Stop Doing

- Issuing Penalties
  - Team members feel discouraged if penalties are issued. Therefore, the issuing of penalties have been halted and replaced with sympathies due to a very stressful school life. Penalty for not being able to make meetings is tough as is due to information needing to be relayed and decisions made without presence of absent members.

### Keep Doing

- Unknown
  - Due to any significant changes, it is unsure what the team should keep doing as most of the team's effort is spent on writing code rather than researching

### User Story Completed:

#### User Story 1:

As a personality test taking individual, I want to be categorized based on my personality quiz results so that I can have an amusing representation of my personality.

#### User Story 2:

As a creative user, I want to be able to create my own quiz so that I can express my own creativity.

#### User Story 3:

As a recurring user, I want a functioning database so that I can access and modify aspects of my user profile.

Total number of user stories completed: 3

Average User Stories Completed: 3

Total number of ideal work hours completed: 28

Average number of ideal work hours completed: 25

Total number of days during the sprint: 14