Sprint 3 Report

Project: QuizMatch

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Start Doing
- Nothing
  - Team feels that there is nothing that can be done to improve current work conditions. Satisfied.

Stop Doing
- Nothing
  - Team feels that there is nothing needed to be stopped. Satisfied.

Keep Doing
- Keeping track of progress, currently tasks, updates, etc.
  - Team feels that this has greatly improved work flow as team members are now aware of what is being tasked. On top of that, team members can now plan ahead what they will work once queuing tasks have been completed.

User Story Completed:
> User Story 1:
>> As a regular user, I want a user profile and login so that I can keep track of my information and my matches
> User Story 4:
>> As a romantically uninterested person, I want the matchmaking to match me with similar people so that I have commonalities to casually chat with them about.
> User Story (Stretch Goal):
>> As a creative user, I want to be able to create my own version of a quiz and have other users take it so that I can make my own content on the app.

Total number of user stories completed: 3

> Average User Stories Completed: 1

Total number of ideal work hours completed: 28

> Average ideal work hours completed: 26

Total number of days during the sprint: 14