

Sprint 1 Report

Project: QuizMatch

Team Members: Anthony Chain, Dennis Nguyen, Richard Torres, Kevin Wen

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Start Doing

- Better communications
 - As a team, communications with each other has been poor. In order to increase efficiency, the team needs to make an effort to answer messages as soon as possible.
- Better management
 - Management has been poor as there's no one making sure that work is done or if anyone is working on code. The Scrum Master will have to take a more aggressive stance.
- Better documentation
 - Documentation through Sprint 1 has been poor as there was no official scribe to take notes. One person (Dennis) has unofficially appointed himself as scribe to remedy.
- Meet more often, and make meetings
 - Team has not been making all the meetings due to previously made engagements. The team will now reconsider meeting times and make a better effort to make meetings. Penalty system is considered.
- Be more clear and concise with tasks, with both developers and owners
 - Team members don't understand what to do to complete user story. Product owner has not specified what tasks to do or what is needed to be done. The team should discuss with product owner what is desired from Sprint and what the designated tasks should be.

Stop Doing

- Decrease research time, or try to make it more concise
 - Amount of time spent researching has proven detrimental in creating the project. Solution to this is to look up research materials whenever a problem arises rather than spend "6 of the 7 hours grind the axe".

Keep Doing

- There is nothing to keep doing, everything we're doing is detrimental to the project.

User Stories Completed

User Story 2:

As a visually oriented user, I want a functioning UI so that there is an additional incentive for me to login.

Total number of user stories completed: 1

Total number of ideal work hours completed: 22

Total number of days during the sprint: 14