

Sprint 3 Report
CryptoTracker
CryptoTracker Developers
Start of Sprint: Feb 19, 2018
End of Sprint: Mar 4, 2018

Actions to Stop Doing:

The team should stop being late to meetings or communicate if they are unable to make it. This is important as being late or not letting others know they are unable to come wastes time as others are expecting everyone to attend.

The team stop prioritizing other things and should be able to make more time with the project. We all have a lot of other classes and other responsibilities, but there needs to be more time put in.

Actions to Start Doing:

The team should schedule more group meetings, so we can keep each other updated and get more work done.

The team should try to document their code more. The team tries to make the code easy and readable, but there can definitely be more documentation. This will help everyone understand the code and how to use it.

The team should communicate even more in Facebook Messenger. The team does communicate well, but we could always communicate more. If we can communicate more, allocating tasks and updating work is much easier.

The team should schedule code days. The team has done a lot of coding without group code days and just allocating tasks to be done individually by tasks, however some people have trouble coding and are still learning. Code days could help other people understand the technologies more and get work done at the same time.

The team should start asking more questions. There is a lot of code and a lot of code that people might not be fully clear on how it works exactly. Asking more questions could help everyone learn about the code, product, and technology.

The team should start coding more. We all code a bit but there could be more we can do.

The team should work on relevant code and know how to prioritize what tasks to do. The team needs to code and work together, but we need to prioritize code that is needed for user stories only.

Actions to Keep Doing:

We have been good when it comes to meeting up, so we should keep our schedule. Our schedule of meeting up has been very clear and easy to work around.

Learning about and teaching others about technologies are working well, so the team members should continue to help each other to catch up with technologies. Not everyone is caught up with each other in terms of experience with the technologies and tools, but all the members help each other which allows more growth for the team so everyone can learn the technologies.

Work Completed/Not Completed:

We got the favorite checkbox to work, but we haven't been able to connect it to the database just yet. All user stories were almost completed or completely completed. We were able to set up a database and store a user in it. We also allowed dynamic creation of an account if a user does not want to sign up for a Google Account or use theirs. We are almost done with favoriting all the coins which is the main functionality of our project. Once we get the favoriting done, our project is ready to enter the final stage of making it cleaner and more user friendly. Right now we have Story 1 done with Story 2 and Story 3 almost done. We will push those stories to Sprint 4 and finish it there

Work Completion Rate:

We logged in about the hours we thought we would. A total number of hours we thought we would complete would be around 29 and we logged about that time. Around 9 hours of this was spent trying to learn how to use API and link to our code, the other 20 was spent storing coin data and attempting to add a way to create favorites. For the next sprint, we should definitely aim for more hours since there is a lot of work to be done.