Sprint 3 Review

Product Name: RIFFAGE
Team Name: RIFFAGE
Scrum Master: Samir Shingane
Product Owner: Preston Fraser

Actions to stop doing:
- We should stop committing before doing some regression testing to ensure that everything within a testing scope works properly with the respective changes.

Actions to start doing:
- We should start with mockups for all of our features so that we all have a consistent visual in our heads as soon as we begin creating it.
- We should start creating unit tests to ensure there are no problems with the code.

Actions to keep doing:
- We should continue to communicate through Slack and be available to communicate. It was very useful to have a reliable point of contact with one another on a regular basis and kept us from being held up by bottle-necked information.
- We should continue to meet regularly, two or three times a week, to touch base and scrum since it provides ample to time for independent work without excessive meetings.
- We should continue to ask one another for help if self-conducted research is not proving to yield much success.

Work completed:
1. As a musician, I want a way to attach documents for the notation so that I know how to play them.
2. As a musician, I want to be able to interact with other users and see what they have created.
3. As a musician, I want a consistent look for the site so that my user experience is better.
4. As a musician, I want a way to manage my account so I can personalize my account, have control of who views my riffs and be able to change my email and password.

Work not completed:
1. As a musician, I want a way to tag my riffs with characteristics so that I can search for them on an abstract level.

2. As a musician, I want an inbox/messaging system so I can connect with other Riffage users

Work completion rate:
- Total number of user stories completed: 4
- Total number of estimated ideal work hours completed: 31
- Total number of days: 14
- User stories per day: 0.129
- Ideal work hours per day: 4