

Week 4 Sprint Plan

Sprint Velocities: 31

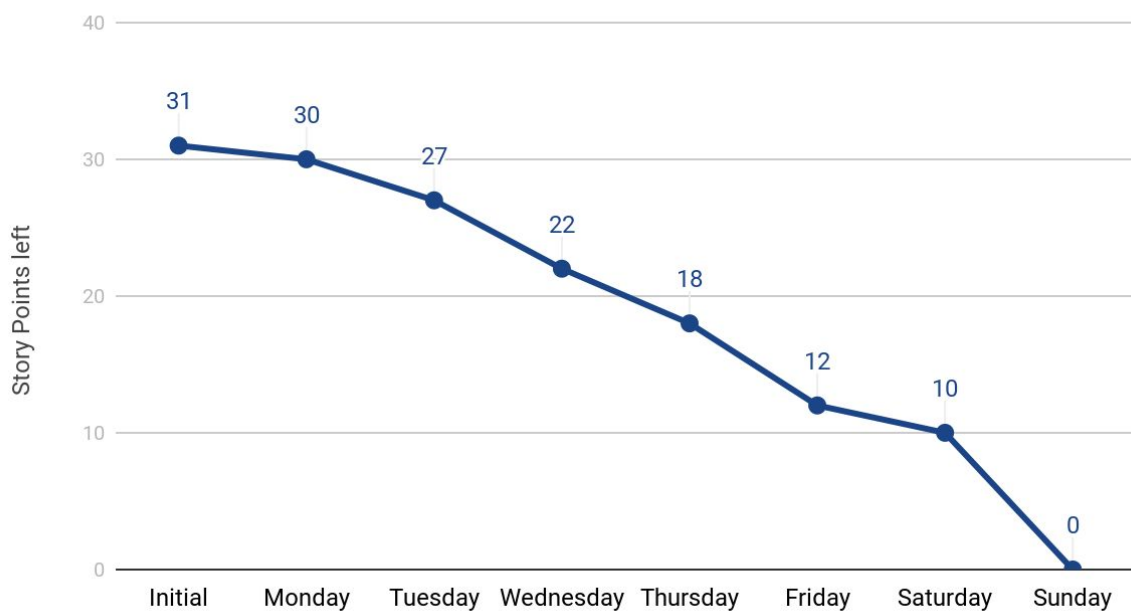
- Alex: 10
- Wanjing: 6
- Taiki: 5
- Nate: 5
- Ali: 5

Tasks	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
U7 T2 (3)			Wanjing: 2	Wanjing: 1			
U7 T3 (1)				Wanjing: 1			
U7 T4 (2)					Wanjing: 2		
U9 T1 (1)	Alex: 1						
U9 T2 (2)	Alex: 1	Alex: 1					
U9 T3 (1)		Alex: 1					
U9 T4 (2)			Alex: 2				
U9 T5 (3)				Alex: 2	Alex: 1		
U9 T6 (1)					Alex: 1		
U10 T3 (1)						Ali: 1	
U10 T4 (1)						Ali: 1	
U11 T1 (1)			Nate: 1				
U11 T3 (2)			Nate: 2				
Refactor and					Taiki: 1	Taiki: 2 Nate: 1	Taiki: 2 Nate: 1

Review (10)						Ali: 2	Ali: 1
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- (11/6/2017) NOTE TO TA READING THIS: On friday the team will sit down and do a big revision of the code so far, hence some people don't have all of their story points allocated yet since things may change on friday. Therefore the Provisional Burndown Chart will be added after the meeting on friday.
- (11/10/2017) Well today is friday and we decided that there will be some code refactoring done over the weekend. This is reflected in the Refactor & Review row in the sprint plan. Although the task allocation clearly violates the "one person per task" principle, we felt like this is an exception as almost everyone can work on reorganizing the code.

Provisional Burndown Chart

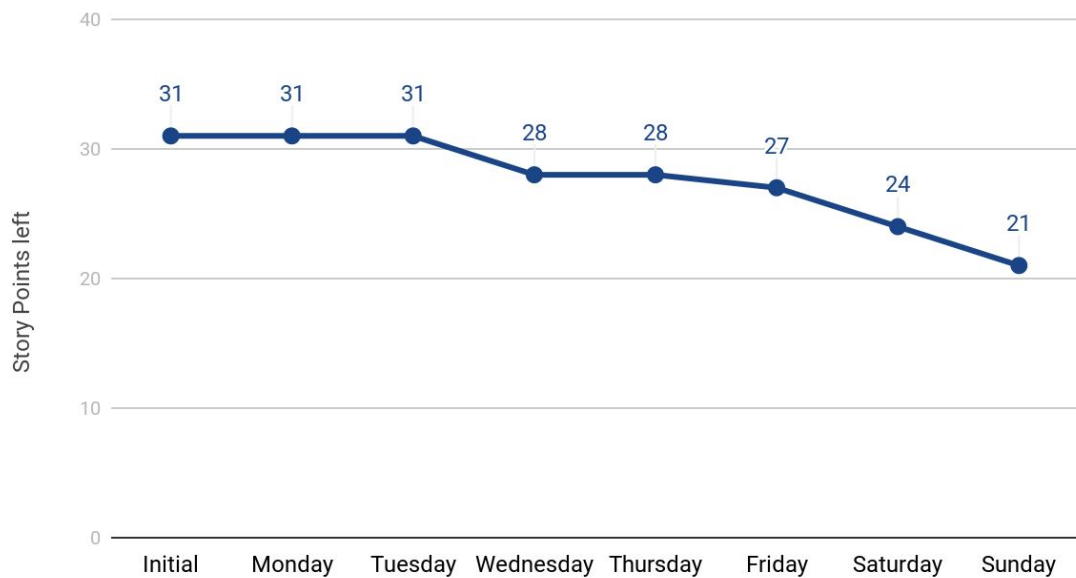


Sprint Execution Report:

Tasks	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
U7 T2 (3)			Wanjing: 3				
U7 T3 (1)					Wanjing: 1		
U7 T4 (2)							
U9 T1 (1)						Alex: 1	

U9 T2 (2)							
U9 T3 (1)							
U9 T4 (2)							
U9 T5 (3)							Alex: 3
U9 T6 (1)							
U10 T3 (1)						Ali: 1	
U10 T4 (1)						Ali: 1	
U11 T1 (1)						Ali: 1	
U11 T3 (2)							
Refactor and Review (10)							Taiki: 3

Actual Burndown Chart



Remarks:

- Refactor and Review was mostly spent doing pep8 stylecheck and not much of actual refactoring. This task will be carried over to week 5 sprint.
- Some of the tasks are halted for fixing bugs, most tasks are gonna be carried over to week 5.
- The master branch currently has bugs... not good, will be fixed this week.