

**Sprint #1 Report**  
**Product Name: Clubster**  
**Team: Clubsters**  
**Release Name: Clubster**  
**Release Date: 12/7/2018**

***Members:***

Mohamed Elattma (mzelattm@ucsc.edu) Product owner, front end

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***Report:***

**Actions to stop doing:** We need to stop pushing anything in the node\_modules directory into github or deleting the .gitignore file. This grew incredibly annoying as whenever one of us pushed and another pulled, they would be pulling hundreds and thousands of commits, which was completely unnecessary. Some of the members of the team have been a little shy to share their opinion about collective design choices and overall task management, which sets back the team a little bit. We need to lighten the number of tasks we assign to a sprint since we overestimate the amount of time we have (there are only about 10 days per sprint which is ridiculous).

**Actions to start doing:** We need to take a longer time with the sprint planning and plan out the tasks more thoroughly. Some of our tasks were many hours long, while others were about 30 minutes long. We will start taking a longer time planning our user stories and tasks, so that we can better understand the time commitment of each aspect of the sprint. We will also start normalizing all of the UI so that it has a single pleasant and simple theme. We will also start having specialized meetings where two members working on the UI can meet together and decide on a suitable theme; they will also make UI design decisions together and will check one another on their code. We need to normalize our coding style since different coders make different spacing and styling decisions.

**Actions to keep doing:** To prevent a great deal of merge conflicts and code blocks, we managed to split up our user stories and tasks so that they were independent from one another. Each member respected one another and there was no drama. Every member had tasks to work on and no one was excluded from the group. We will keep meeting 3 times a week and continue with our productive Scrum meetings. Continuing to use appropriate engineering practices will be essential so that we do not become a “Flaccid Scrum”. We will also continue committing and pushing our progress in a timely manner. Finally, we have always been respectful of each other’s other obligations when waiting for tasks to be completed and we hope to continue this sentiment in future sprints as midterms and exams arise.

### ***Work Completed / Not Completed:***

- Part of User Story 1: As a user, I want to access live Notifications, Clubs, and Profile menus and I want to be able to join a club so that I can be up to date with everything Clubster
  - Club menu has been fully implemented
  - Profile and Notifications menus have not yet been connected but are mostly implemented (on the backend and some frontend)
- User Story 2: As a user (admin), I want to be able to publish the events my club will host so that it reaches the club's members
  - This is mostly done except the event cards have not yet been made to look pretty
- User Story 3: As an admin of a club, I want to be able to accept members into my club so that I can inform others of what is going on in my event
  - Joining a club has not yet been fully implemented but the backend work exists
- User Story 4: As an admin of a club, I want to be able to chat with other admins so that I can effectively communicate and be informed about what is going on in my club
  - Has been fully implemented and needs to be thoroughly bug tested for non-apparent bugs
- User Story 5: As a user (admin), I want to have a rough Expenses sheet so that I can see how well my club is spending money
  - Backend work is complete and needs to be connected with other moving parts: events, clubs, etc

### ***Work Completion Rate:***

- We fully completed about  $\frac{3}{5}$  of the User Stories and partially completed the other  $\frac{2}{5}$
- Total number of hours: Approximately 60 hours total over all people throughout the sprint
- Total number of days: 12 days for the whole sprint
- Approximately 0.3 user stories / day and 4 ideal work hours / day spread across all 4 of us across all sprints thus far

### ***Burnup Chart:***

