

# Sprint 1 Report

**Product Name:** TicTacToe Master

**Team Name:** Tic Tac Pac

**Date:** Feb 4, 2018

## Actions to Stop Doing

The team's performance has been at pace with our ideal rate of completion for this Sprint. Every task was completed by the deadline and a working product was delivered. Currently, there aren't any actions that the team should stop doing.

## Actions to Start Doing

Few small practices can be implemented by the team to fully adopt the SCRUM process:

- The team should estimate hours per task better, as well as keep track of hours completed more regularly and update "Burnup Chart" accordingly

## Actions to Keep Doing

- The team should continue being punctual to every meeting
- The team should continue working towards completing the tasks by their scheduled date
- The team should continue keeping the SCRUM board updated
- The team should continue to stay active in the communication channels
- The team should continue sharing their ideas openly with the rest of the team

## Work Completed

- ✓ As a developer, I would like to be comfortable programming in HTML, JavaScript, etc. so that we don't slow down the development process later on trying to learn new technologies
- ✓ As a developer, I want to be comfortable using git so that I can work collaboratively with my teammates more easily
- ✓ As a player I want to have a basic tic tac toe game so that I can have a warm up mode before playing the harder variants
- ✓ As a player, I want a login page so that I can track my progress to becoming a TicTacToe Master and connect with other players
- ✓ As a player, I want a database with user information integrated so that my progress is saved when I log out
- ✓ As a player, I want a main menu that allows me to select which variant to play and go to different customization/leaderboard options

## Work Not Completed



## **Work Completion Rate**

### Totals

Total number of user stories completed during the prior sprint: 6 user stories completed  
Total number of estimated ideal work hours completed: 21 estimated hours  
Total number of days during the prior sprint: 14 days

### Rates of completion

User stories/day 0.4 stories per day  
Ideal work hours/day 1.5 work hours per day

### Burnup Chart

(On Trello)

<https://BurndownForTrello.com/share/ydf1zljezn>