GroupThink
Sprint 1 Report, 10/19
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- **Actions to stop doing:**
  - The team should stop getting off-topic during SCRUM meetings.
  - The team should stop procrastinating.
  - The team should stop worrying about who "owns" which task/feature and start collaboratively working on the product as whole.
- **Actions to start doing:**
  - The team should specify clearer definitions of done for future sprints. This will help them avoid stale scrums and give the team a more concrete goal to reach.
  - The team should play planning poker during sprint planning. We were able to estimate the difficulty of work with some accuracy without planning poker, but planning poker seems to be a good catalyst for discussion.
  - The team should consider utilizing unit test driven development so that sprint three doesn't turn into a wild bug hunt.
  - The team should start taking advantage of trello for scrum board purposes.
  - The team should start working earlier on in the sprint.
- **Actions to keep doing:**
  - The team should continue to use resources such as Slack and mobile messaging to communicate.
  - The team should continue to use Trello to track our development in each sprint and our overall progress.
  - The team should continue to commit to Github frequently.
- **Work completed/not completed:**
  Completed User Stories:
    - *As a user I want a simple UI for easy readability*
    - *As a user I want to login so that I can access my class*
    - *As a user, I want the ability to create a project so that other people in the class can view my project*
    - *As a user, I want a profile so I can edit my information and it is available to other users*
    - *As a user I want to be able to view all current projects*
  Incomplete User Stories:
    - *As a user I want to be able to view all member profiles in my class*
    - *As a user I want to be able to be in multiple classes so that I can use GroupThink with more than one group Project*
- **Work completion rate:**

- 5 User Stories were completed during Sprint 1
- Total number of estimated ideal work hours completed during Sprint 1: 6+9+5+3+2 = 25 Hours
- Sprint 1 consisted of a total of 14 days.

> User Stories/Day = 5/14 = 0.36 stories/day
> Work Hours/Day = 24/14 = 1.7 hrs/day

Initial Burnup Chart Sprint #1