SPRINT 3 REPORT
Product: Nosh
Team: Nosh team / Shark Week Engineering
Members: Marian Nicasio, Adam Pinarbasi, Jerry Ku, Calvin Yang, Daniel Lee

ACTIONS TO STOP DOING:
- Keeping multiple SCRUM boards - one source of truth is less confusing and less work to maintain

ACTIONS TO START DOING:
- List errors to address and/or suppress
  - Example: "GoogleService failed to initialize, status: 10, Missing an expected resource: 'R.string.google_app_id' for initializing Google services. Possible causes are missing google-services.json or com.google.gms.google-services gradle plugin."
  - For errors that are a result of race conditions, please list what actions reproduce them
- List test cases
  - Example: If you're not connected to the internet, Nosh will produce error(s)
  - Example: If there are no restaurants in the area (i.e. you're in remote Appalachia when using Nosh) , Nosh will produce error(s)

ACTIONS TO KEEP DOING:
- In order to maintain both quality and timeliness, keep *ruthlessly* narrowing the scope of actions to be implemented in order for stories to be considered "complete"
  - I.e. - When one doesn't want to sacrifice speed or accuracy, narrow the scope of what is considered "complete"

WORK COMPLETED/NOT COMPLETE:
- Eat24 Integration - note that this was a Backlog item/extra
  - Yelp Fusion v3 API has practically nonexistent Eat24 functionality
    - Only has API endpoint that returns whether or not a business does Eat24 delivery
  - Few to nonexistent business-side adoption of Eat24 by local businesses
  - Note how the above two reasons were *entirely out of the control of the Nosh team*

WORK COMPLETION RATE:
 Completed tories with respective story points, for context -
- [13] Create FeedMe Activity and setup Interface for YelpView/Uber
- [5] Bring data from MainActivity to FeedMe Activity
- [21] Interface to view Restaurants from Yelp
- [21] Implement Uber API*

- [8] Button to call Uber*

* Indicates story was originally in backlog. Completing these stories indicates exceeding Minimum Viable Product to be turned in.

Sprint 3 was from Nov 7 to Nov 23, which was two weeks and two days (16 days)

On average, team completed approximately 4.25 story points per day