**Sprint 2 Report - CMPS 115 – Software Methodology**

**Product Name: Toss Time**

**Team Name: Sinked Inc.**

**Date: November 2nd, 2021**

* **Actions to stop doing:**

1. Excessive researching phase
2. Delaying important tasks
3. Being rigid about tasks - not branching out to help other aspects of the project

* **Actions to start doing:**

1. More in-person collaboration
2. More in-depth progress updates
3. Be more proactive about linking / merging multiple ideas together

* **Actions to keep doing:**

1. Git Branching
2. Regular meetings MWF 2:30 - 3PM

* **Work completed/not completed:**

**Tasks completed:**

“As a dye player, I want an app that shows nearby dye games on a map, so I can play more.”

**☑** Task A5: Be able to put a marker on the map ( 4 hours )

“As a dye player, I want to see if a house has good house rules so that I would enjoy playing there.”

**☑** Task B1: Install the current version of the project from Github ( 2 hours )

**☑** Task B2a: Storing coordinates / numbers ( 4 hours )

**☑** Task B2b: Storing markers / table profiles using database ( 6 hours )

**☑** Task B3a: Set up basic UI for Tables on a map ( 5 hours )

**Tasks not completed:**

“As a dye player, I want to see if a house has good house rules so that I would enjoy playing there.”

☐ Task B3b: Look into adding images to UI ( 5 hours )

“As a dye player, I want to see other players' stats and show off my own so that I can find players who are at my skill level.”

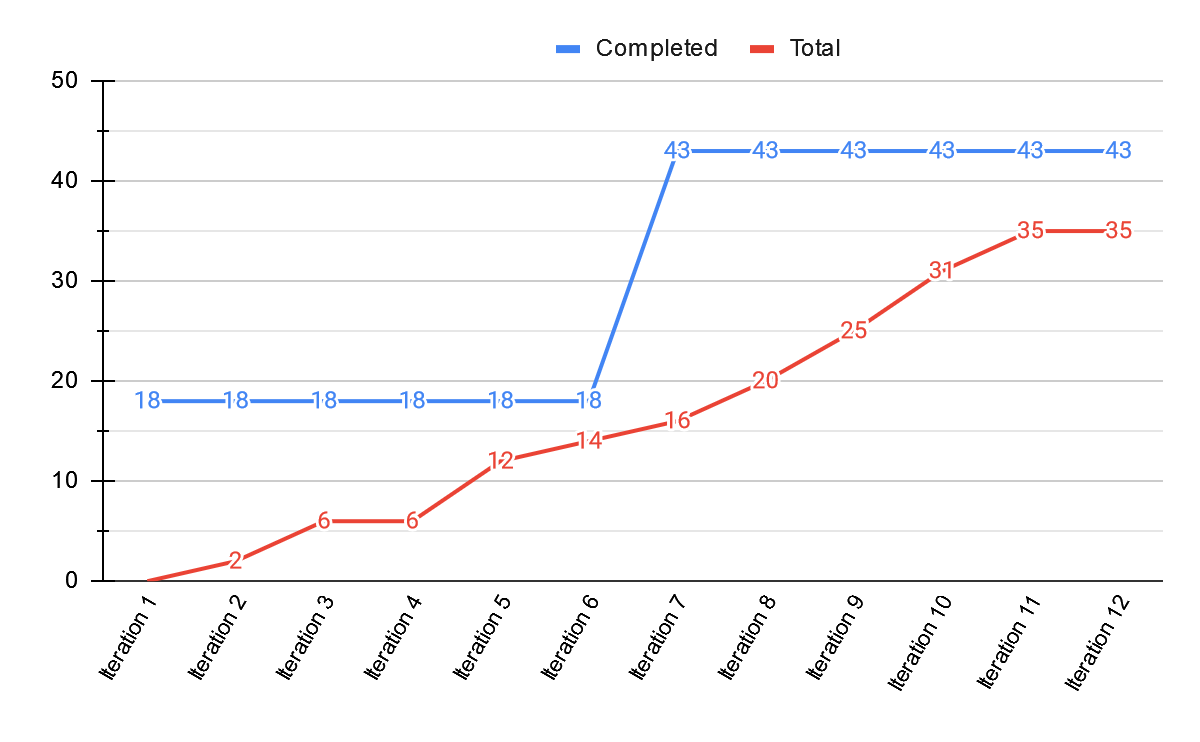
☐ Task C1: Add some class into the database for tournaments ( 3 hours )

• **Work completion rate:**

Total number of estimated ideal work hours completed: 21 hours

Total number of days spent during the prior sprint: 7 days

**Final Burnup Chart**

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