

Sprint 3 Report

Product Name: FunNums

Team Name: Foul Owls

Date: November 20th, 2017

Actions to Stop Doing

- The team shouldn't complete tasks at the last minute

Actions to Start Doing

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

- The team should be more strict on the done criterias.

Actions to Keep Doing

- The team should have broader user story that can be divided into smaller tasks that can be more equally divided among the team
- The team should start holding "Daily Scrums" at the beginning of each meeting
- 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
- The team shouldn't miss daily scrum meetings.
- The team should estimate hours per task better, as well as keep track of hours completed more regularly and update "Burnup Chart" accordingly

Work Completed

- ✓ As a player, I would like to have an additional mini game (Flying Owl)
- ✓ As a player, I want the bubble game to have engaging animations and artwork.
- ✓ As a player, I want the bubblegame to have sound effects

Work Not Completed

- ✗ As a player, I want a balloon mini game that helps me to practice fractions and a bubble game to practice addition

Work Completion Rate

Totals

Total number of user stories completed during the prior sprint:

3 user stories completed

Total number of estimated ideal work hours completed:

32 estimated hours

Total number of days during the prior sprint:

14 days

Rates of completion

user stories/day

0.21 stories per day

ideal work hours/day

2.3 work hours per day

Burnup Chart

In BE340