Team weekly report for week ending 2/17/2019 – The team decided to change the project to a sports team league project. We created 14 new stories for the new project and resolved issues concerning the cloning of the project in different locations.

Team weekly report for week ending 2/24/2019 – The team completed one story and began a discussion on how to complete the second story by the deadline.

Team weekly report for week ending 3/3/2019 – The team had a customer review and requested a user interface and the elimination of the max teams variable. The first iteration was completed and our velocity is 20 story points. On Sunday we stated the second iteration and completed 2 story points and made good progress on the main function that will allow the user to see our software.

Team weekly report for week ending 3/10/2019 – The team spent the majority of the Tuesday team meeting debugging functions in the main and ensuring the user interface functioned as expected. We believe that we may have underestimated the story point value of creating and testing the main function.

Team weekly report for week ending 3/17/2019 – Spring break week. On Sunday, we performed individual code reviews to come up with ideas on how to correct the bugs and finish the iteration before the release date.

Team weekly report for week ending 3/24/2019 – We were successful in completing the iteration for all stories strongly due to the fact the code review on Sunday.

Team weekly report for week ending 3/31/2019 – The team decided to meet Thursday evening instead of Sunday as there were some scheduling conflicts. We were able to complete 3 of the 5 tasks for the 3rd iteration. While developing the generate schedule feature, we had to debug some errors as our unit test began to fail. These errors were resolved Thursday night, but took away an hour of programming time to debug.

Team weekly report for week ending 4/7/2019 – The team has some scheduling conflicts for various reasons but we were still able to communicate and progress with items on the iteration.