

Sprint 3 Report

Product Name: Indecisive Decider

Team Name: RNGesus

11/3/2021

Actions to stop doing

- The team should stop working on the master branch
 - Working on the main branch all the time makes it slightly annoying to have to pull and merge for small changes being made on a different feature than you are working on.

Actions to start doing

- The team should create branches for each new feature and only merge the branch with the main branch when the feature is complete.
 - This should reduce the need to constantly pull and merge unrelated changes if you are currently working on a different feature. I think this will also encourage more frequent commits.

Actions to keep doing

- The team should keep our scrum meetings short and to the point.
 - The brief meetings mean we are able to get a quick progress update, while also being able to allocate more time to development
- The team should keep working in groups to get work done
 - Group programming sessions have been effective in our group by keeping everybody on the same page, and also writing cleaner and more understandable code.
- The team should keep our light-hearted and positive attitude while being serious when needed
 - Our group has a good mix of fun and seriousness when it comes to meetings, which helps lighten the mood and make meetings a more enjoyable experience.
- The team should keep reporting how far along they are with their segments for the task they do
 - This has been shown, in our group, to be very helpful in knowing what is happening in the project.

Work completed and not completed

Completed	Not completed
<ul style="list-style-type: none">• As a bored person, I want to watch satisfying animations so I get a release of dopamine• As a user, I want to hear audio with my animations so the animations have weight and feel to them.	<ul style="list-style-type: none">• As a social user, I want to be able to add and remove friends, so I can see what decisions have been made for them.• As a social person, I want to be able to share decisions, so I can keep my friends and family informed.• As a person that loves Venmo, I want the ability to comment and give a custom message to the action that will be displayed to the public• As a user, I want to be able to change my name or password settings so that I can update my account information.• As a user, I want a profile picture so I can express myself.• As a user, I want to be able to modify my lists so that I don't have to recreate new lists when I need to make small changes.

NOTE: The reason we can't mark some of these user stories as complete is that the UI part of the user story has not been implemented yet, therefore even if there is work done on the back-end part and finished, it is still considered not complete.

Work Completion Rate

For this sprint, I think we underestimated how long the stories would take us even more, especially in the front-end section. As a result, we were only able to complete 8 hours of the estimated time budget, which ended up taking a lot more than 8 hours.

Total number of user stories completed: 2

Total number of estimated ideal work hours completed: 5 hrs 30 min.

Total number of days for the sprint: 14

Stories/Day: ~0.14, or about one user story every week

Work Hours/Day: 0.39hrs

Burn Up Chart

