Sprint 3 Report
Nutrient+
Nutrient+ Team

Actions to stop doing (improve):
- Communication (improve)
    - we need to be more responsive on Slack and report meeting times clearer
- Scrum master reminds everyone of meeting times the day before (improve)
    - more motivated in the presence of judging peers

Actions to start doing:
- Time management
    - We need to allocate time more effectively for this project. We have been focusing on urgent tasks and not making much progress on the important overall tasks of the sprint. As a result, we failed to make progress on many of our user stories during this sprint.
- Unit testing:
    - Should start testing individual pieces of our code extensively

Actions to keep doing:
- Schedule group work sessions after the Scrum meetings so we can effectively get work done
- Consistently push code to git
    - keeps everyone's code up to date
- Our Scrum meetings have been focused and efficient
    - Scrum meetings have been less than 15 minutes which leads to more time to analyze and write code

Work Completed:
- User Story 1 - As a user, I want to create and update a user profile so the app can tailor the intake information to my needs.
- User Story 2 - As a user, I want to keep track of my current daily intake so that I know what nutrients I still need for the day.
- User Story 3 - As a user, I want to adjust the predetermined daily nutrient goals so that I can create my own goals.
- User Story 4 - As a developer, I want a function that reloads some data each time the page loads so that a new food can be recommended.
- User Story 7 - As a user, I need a clean and straightforward UI to view the recommendations.

Not Completed:
- User Story 5: As a developer, I need an API for recommending food so that I can recommend the user some food. **(scrapped)**

- User Story 6: As a developer, I want a weighted value of the importance of a specific macro or micro so I know which to prioritize when recommending food. **(started)**

Work completion rate:

We completed five user stories during this sprint, which had a timebox of 14 days. Our ideal work hours for a sprint is 8 hours a week for each developer which averages out to 1.14 hrs per day per developer. For the previous sprints (sprint 1, 2), we finished one user story and had an ideal work hour allotment of 8 hours per week. However, in sprint 2, we did not complete one user story because we worked on separate tasks. This time, we subdivided the user stories into smaller tasks for better results and completed 14 story points in 14 days for work completion rate of 1 point per day. We completed 6 user stories in 42 days for a completion rate of 0.1428.

Burn up chart