

Sprint 4 Report

Nutrient+

Nutrient+ Team

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Actions to stop doing (improve):

- Poor naming conventions
 - The team needs to be on the same page about what naming conventions we use

Actions to start doing:

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

Work Completed:

- User Story 1: 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.
- User Story 2: As a developer, I want a local database so that the user's nutritional data persists.
- User Story 3: As a user, I want the amount of food I ate to be editable so I can input more/less than one serving at a time.
- User Story 4: As a developer, I need the database information to be used in all places where we implemented nonpersisting data.
- User Story 5: As a user, I want to edit my personal information so that I can change my profile.

Not Completed:

- User Story 6: As a user, I want a nicer looking UI so that I will want to use the app.
- User Story 7: As a developer I want to be able to test individual functions to make sure that each module works as intended

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 1-3), we finished 6 user stories and had an ideal work hour allotment of 8 hours per week. However, in sprint 2, we did not complete any user stories because we worked on separate tasks. In sprint 3, we subdivided the user stories into smaller tasks for better results, which worked as intended and helped us complete 5 user stories. Since it worked well for us, we employed the same tactic for sprint 4 and were able to complete 5 out of the 7 user stories we originally planned for. Overall, we completed 11 user stories in 56 days for a completion rate of 0.19 user stories per day.

Burn Up Chart

