

Sprint 1 Report

Nutrient+

Nutrient+ Team

Actions to stop doing (improve):

- Underestimating the magnitude of our workload
 - our estimate of time completion for each user story was highly underestimated and thus, we were only able to complete one user story satisfactorily
- Communicating on Slack
 - we need to communicate more clearly and often with one another on Slack so that we know each other's status
- Use MeisterTask more
 - a place we organize our Scrum board; no one touched the website after setting it up so we are a bit disorganized

Actions to start doing:

- Allocate more time for the learning process and setup
 - learning process and setup took up about half of the time allocated for the completion of the user stories
- Schedule group work sessions after the Scrum meetings so we can effectively get work done
 - more motivated in the presence of judging peers

Actions to keep doing:

- 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:

As a user, I want to be able to visualize my daily intake progress so that I can practice healthier eating habits.

- completed

Not Completed:

As a user, I want to create and update a user profile so the app can tailor the intake information to my needs.

- create user profile "completed"
 - currently stores data in UserDefault class and not Core Data

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.

As a user, I want to adjust the predetermined daily nutrient goals so that I can create my own goals.

Work completion rate:

We completed one user story during this sprint. We naively assumed that this user story would take 1 ideal work hour. This sprint had a duration of 10 days. Progress was made on each of the user stories but only one was completed at a satisfactory level. Setup of our virtual machines with compatible versions of Xcode soaked up the majority of this Sprint. Once our environments were setup, we were able to complete some tasks.

