

Sprint 3 Report , RiftBets, 03/17/17

- Actions to stop doing (same actions we identified after sprint 2):
 - Go into too much detail during SCRUM Meetings
 - Stop showing up late to coding meetings
 - Stop showing up late to scrum meetings
- Actions to start doing (same actions we identified after sprint 2):
 - Everyone should start doing more work in their own time.
 - Team members should start working on tasks individually so that we don't have to always meet to get work done since our free time is not usually overlapping.
 - The team members should read the documentation before asking questions.
- Actions to keep doing:
 - As a team we should keep working on the project in group settings.
 - As a team we should keep staying focused during our coding meetings to stay on track for our sprints
- Work completed/not completed:

Completed

- As a user, I want to bet on live games.
- As a user, I want to watch the games on the betting site, so that I don't have to go back and forth.
- As a user, I want to create compare my bet performances on a leaderboard with my friends

We worked a lot during this sprint and completed all the user stories, only two tasks were not completed, which weren't really necessary:

- Be able to determine which game(s) are live (5)
- Create interface to toggle views and parse API responses. (20)

• Work completion rate:

- 3/3 user stories were completed
- 115/140 ideal work hours completed
- 16 days in Sprint 3
- Roughly 7.2hours per day of work
- Approximately 0.19 user stories per day completion rate
- See burn-up chart for Sprint 3

Screenshot of our Scrum Board towards the end of Sprint 3:



Burn up Chart:

