

# Sprint Report #1

Product: Chess

Team name: Spassky Squad Chess

Date: February 2, 2018

**Actions to stop doing:** “What should we stop doing?”

- The team shouldn't perform tasks without collaboration as to avoid inconsistent code

**Actions to start doing:** “What should we start doing?”

- The team should update the scrum board before scrum meeting
- The team should make sure to update their local copies of the repositories

**Actions to keep doing:** "What is working well that we should continue to do?"

- The team should keep updating the GitHub
- The team should keep texting in the group chat as to keep communication high
- The team should keep having SCRUM meetings to stay up to date
- The team should keep having SCRUM meetings with the TA

**Work completed/not completed:**

• **Completed:**

- As a developer, I want to learn the basics of Unity
- As a user, I want to be able to play chess digitally
- As a user, I want to be able to move pieces on the board
- As a user, I want to be able to have rules for how the pieces move

• **Not Completed: None**

**Work completion rate:**

- Total number of stories completed: 4/4

# Sprint Report #1

Product: Chess

Team name: Spassky Squad Chess

Date: February 2, 2018

- Total number of work hours: 63 hours
- Total number of days: 9

## Burn Up Chart

Sprint 1 (Spassky Squad) Room jb316

