

Sprint Report #2

Product: Chess

Team name: Spassky Squad Chess

Date: February 21, 2018

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

- The team should stop changing the time of scrum meetings without everyone’s confirmation since this leads to miscommunication among team members

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

- The team should regularly update burnup chart so that team members are clear on their sprint progress

Actions to keep doing: “What is working well that we should continue to do?”

- The team should continue texting each other in the group chat so that everyone is up-to-date on roadblocks, questions, and time changes
- The team should continue having SCRUM meetings and updating SCRUM board because this encourages team to complete tasks and not procrastinate on user stories
- The team should continue updating both individual and master branches on GitHub so that team can view code on all classes and subclasses
- The team should continue doing extra meetings to ensure everyone’s work is integrated into main project on Unity

Work completed/not completed:

- **Completed:**
 - As a developer, I want a game control module, so that I can manage all game elements
 - As a player, I want to be able to play against the computer so that I’m not alone
 - As a user, I want menus to navigate the game so that I can choose a mode
 - As a user, I want a visually appealing background so that the game looks better

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- **Not completed:**

- As a player, I want to know if my king is in check so that I don't move it into check myself

Work completion rate:

- Total number of stories completed: 4/5
- Total number of work hours: 90
- Total number of days: 19
- Average user stories/day: $9 \text{ user stories} / 28 \text{ days} = 0.32 \text{ stories/day}^*$
- Average ideal work hours/day: $50 + 91 \text{ hours} / 28 \text{ days} = 5.04 \text{ hours/day}^*$ (by team)

*Across all sprints to date

Final Burnup Chart

