

Sprint Report #3

Product: Chess

Team name: Spassky Squad Chess

Date: March 11, 2018

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

- The team should stop discussing project details during 15 min stand-up portion of SCRUM meetings because this might be distracting to other team members who only want to discuss overall progress.

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

- The team should change official scrum meeting time of Mondays and Fridays since we have gotten into the habit of meeting earlier on those days.

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

- The team should continue peer-programming on more difficult user tasks so that team members can help each other and we can avoid inconsistent code.
- The team should continue meeting early so that we have time to plan out our user stories and discuss sprint progress.
- The team should continue having practice demos to make sure that chess game works smoothly and will not crash during the real demo.
- The team should continue texting each other in the group chat to inform other team members on any updates and remind each other of meeting times.

Works completed/not completed:

- **Completed:**

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- As a player, I want to know, before I move my king, whether or not it is in “check.”
 - As a player, I want the option of playing against the computer, so that I can still play when I’m alone.
 - As a chess player, I want the game to include promotion, so that I can win the game faster.
 - As a developer, I want to include castling in the game’s functionality, so that the game will have advanced moves.
 - As a chess player, I want to play chess with players from long distances so that I don’t have to play against AI.
- **Not completed:**
 - As a chess player, I want the game’s moves to include en passant so that I can win by capturing the other player’s pawns.

Work completion rate:

- Total number of stories completed: 5/6
- Total number of work hours: 71
- Total number of days: 18
- Average user stories/day: $14 \text{ user stories} / 46 \text{ days} = 0.304 \text{ stories/day}^*$

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- Average ideal work hours/day: $50 + 91 + 71$ hours/46 days = 4.61 hours/day* (by team)

*Across all sprints to date

Final Burnup Chart

Burn Up Chart

Sprint 3 (Spassky Squad) Room jb316

