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

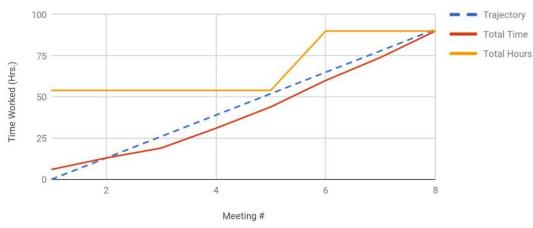
• Average user stories/day: 9 user stories/28 days = 0.32 stories/day*

• Average ideal work hours/day: 50 + 91 hours/28 days = 5.04 hours/day* (by team)

Final Burnup Chart

Burn Up Chart

Sprint 2 (Spassky Squad) Room jb316



^{*}Across all sprints to date