

Sprint 1 Report – ScrumLite – A_squad

What things should we stop doing?

We should stop wasting our coding efforts without making sure that our teammates are on the same page (use github more). In this way, a minimal amount of code will have to be re-written due to compatibility issues. We should also refrain from overlapping the things we are working on and figure out a systematic way work on separate parts that can then fit together.

What should we start doing?

We should start using github more efficiently rather than manually merging code. We should also try to collaborate more, ie. code together in our free time and talk each other through the code. Our communication also need to be more frequent and concise. We should start reaching out to each other making sure progress is being made with minimal obstacles. Ironing out tasks to team members and making sure each member knows their responsibilities, to reduce overlap and confusion during development.

What is working well that we should continue to do?

We should continue to be proactive and learning/trying things on our own. Continue looking ahead and preparing ourselves for the future tasks/obstacles. Continue to have good honest/friendly ongoing dialogue about the project and our expectations. Continue to have a supportive team atmosphere, supporting each other in tasks that are difficult or slowing development.

What work was completed, and not completed?

The completed work included some basic database setup of users, scrum-board items, sprint planning and reviews. Models for these were partially completed. As for the views, a home page scaffold was set up to view the items in the database for the models created. Also, the user login page was setup to view their website navigation options upon logging in. Things **not** completed included: google logins, a scrum board layout (only scaffold so far) and team functionality among some other unpolished things.

What is our rate of completing work?

The rate of completing work this sprint was fairly slow. This was partially due to having the learn a new framework and partially because the team was not familiar with the SCRUM way of doing things. This, along with a lack of productive communication led to a sprint lacking productivity and only about 35-40% of the tasks intended were completed. We had 5 user stories completed, with a total of 12-15 hours between the team. In those 5 user stories, we completed a total of 9 story points.

Burn Up Chart

