

Sprint 2 Report

ASQUAD: scrumLite

Things to stop doing:

We need to stop miscommunicating when the plans change. We spend a lot of time in small groups, finding time to meet with everyone is becoming increasingly more difficult, this may lead to small design changes that might overlap other modules or implementations. We are also wasting lots of time connecting together our modules -- which leads to time conflicts and confusion. We lost a lot of potential progress due to these conflicts/confusion.

We should start doing:

Freeing up time to discuss important decisions and simplifying tasks/responsibilities to promote better developmental transparency. We need to also think more seriously about workflow and time management -- we need a better way to integrate modules and implementations -- have a working structure to build on top of. We need also to consider the remaining sprint and what we need to accomplish in that time. Time is the biggest factor. Having 6 members on the team can be overwhelming -- we need to find a way to maximize the productivity.

What is working well:

We are all considerate and communicate to each other in a supportive way. This leads to a good environment -- capable of reaching out to each other for support. We hold each other at a high enough standard to keep everyone working consistently. We are also good during the high pressure times.

What was completed, not completed:

We didn't get to finish most of the team functionality, but our biggest goal was finishing up the backend support for scrum board and subsequently the team databases. The strength of the backend for our project is incredibly important, so most of the attention was put building that support system -- as predicted in the sprint plan. We got a good start on the front end, although it was not as functional as expected and some design decisions were made for the next sprint. Accepting invites works conditionally, viewing team is functional and some changes were made to the user/group backend.

Rate of completing work:

The work during this sprint was surprisingly slow to start considering the extra member. The cause of this is probably the aforementioned issues regarding workflow and miscommunication. During the end of the sprint we managed to really get some great work done and have something to release, giving us a great platform to launch from next sprint. We had a total of 4 user stories completed, with a total of about 20 hours for the team. We completed a total of 13 story points.

Burn Up Chart

