

## Sprint 2 Report

**Product Name:** FunNums

**Team Name:** Foul Owls

**Date:** November 5th, 2017

### Actions to Stop Doing

- The team shouldn't complete tasks at the last minute
- The team shouldn't miss daily scrum meetings.

### Actions to Start Doing

Few small practices can be implemented by the team to fully adopt the SCRUM process:

- The team should be more strict on the done criterias.
- The team should estimate hours per task better, as well as keep track of hours completed more regularly and update "Burnup Chart" accordingly

### Actions to Keep Doing

- The team should have broader user story that can be divided into smaller tasks that can be more equally divided among the team
- The team should start holding "Daily Scrums" at the beginning of each meeting
- The team should continue being punctual to every meeting
- The team should continue working towards completing the tasks by their scheduled date
- The team should continue keeping the SCRUM board updated
- The team should continue to stay active in the communication channels
- The team should continue sharing their ideas openly with the rest of the team

### Work Completed

- ✓ As a player, I want a balloon mini game that helps me practice fractions.
- ✓ As a player, I want to select mini games from the main menu.
- ✓ As a player, I want a high score leaderboard that lists top performing players.
- ✓ As a player, I want the bubble game to provide more of a challenge.

### Work Not Completed



## **Work Completion Rate**

### Totals

Total number of user stories completed during the prior sprint:

4 user stories completed

Total number of estimated ideal work hours completed:

22 estimated hours

Total number of days during the prior sprint:

14 days

### Rates of completion

user stories/day

0.3 stories per day

ideal work hours/day

1.57 work hours per day

### Burnup Chart

In BE340