

Sprint 4 Report

Product Name: FunNums

Team Name: Foul Owls

Date: December 3rd, 2017

Actions to Stop Doing

- The team shouldn't complete tasks at the last minute

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.
- Communicate tasks that you're doing that no one else knows you're going to do so that two people don't waste time doing the same task.

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
- The team shouldn't miss daily scrum meetings.
- The team should estimate hours per task better, as well as keep track of hours completed more regularly and update "Burnup Chart" accordingly

Work Completed

- ✓ As a player, I want animations and artwork for all games and menus
- ✓ As a player, I want sound effects on all of the minigames
- ✓ As a player, I want to have instructions on how to play each minigame
- ✓ As a player, I want to have custom settings from the main menu
- ✓ As a player, I want a bubble game to practice addition

Work Not Completed



Work Completion Rate

Totals

Total number of user stories completed during the prior sprint:
5 user stories completed
Total number of estimated ideal work hours completed:
48 estimated hours
Total number of days during the prior sprint:
14 days

Rates of completion

user stories/day
0.35 stories per day
ideal work hours/day
3.43 work hours per day

Burnup Chart

In BE340