

Sprint 1 Report

Project Name: D&D 4E Character Builder

Team Name: Owl Bears

February 4th, 2018

Stop Doing

- Stop pushing directly to the Development branch so that we don't pull incomplete features.
- Stop showing up late to meetings of any kind as it reduces work productivity.
- Stop meeting *too* often to avoid burnouts.

Start Doing

- Get on the same page with how to use Git to facilitate a better distribution of code.
- Branching new features out from the Development branch to keep our working code organized and focused.
- Adding yourself to the tasks you are working on inside Trello, so we know who actually did stuff.
- Coding jams, to help the less experienced team members get up to speed.

Keep Doing

- Conducting Scrum Meetings in person to stay on the same page.
- Meeting every Sunday because it works well with our schedules.
- Communicating well so that we can stay productive.

Work Completed

- As a developer, I want to get familiar with the D&D 4E rules in order to better understand what needs to be done.
- As a developer, I want to learn the technologies we're using so I can contribute to development.
- As a developer, I want to set up a basic skeleton for the front-end and back-end that will support the rest of the project.
- As a developer, I want to create a paper prototype of the pretty-print format so that it's easier to create it in a UI.

Work Not Completed

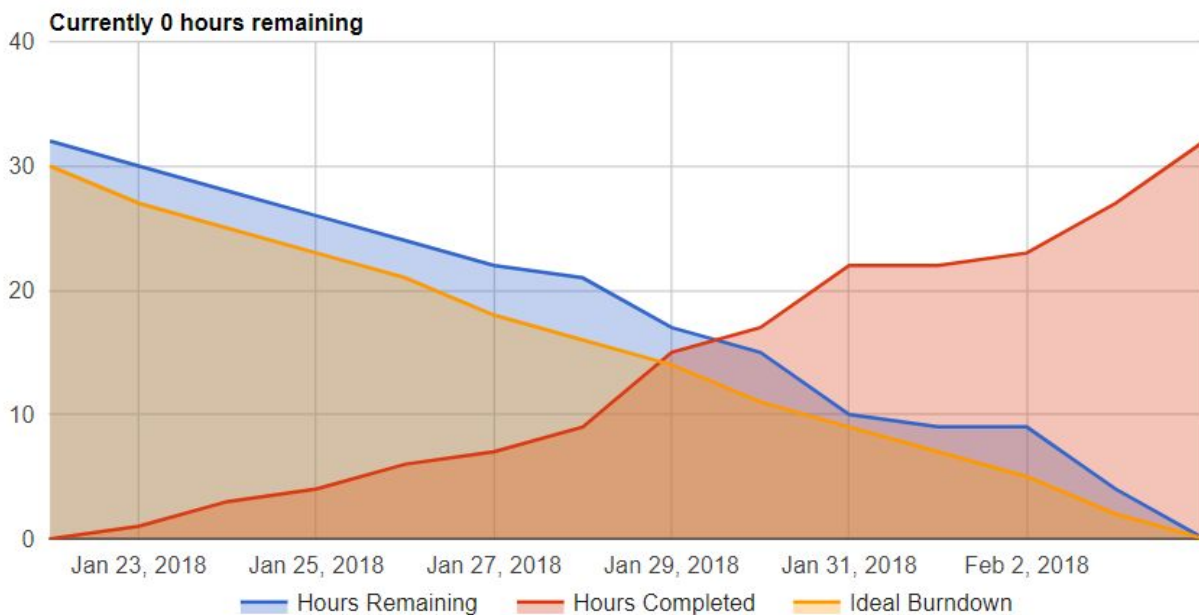
- Nothing!

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Work Completion Rate

- Total user stories completed: **4/4**
- Time taken to complete: **32 Hours**
- Total amount of estimated work hours: **32 Hours**
- User stories/Day = $4/14 = 0.29$ User Stories/Day
- Ideal Work hours/day = **2.3 hours per day**

Burndown Chart



Cards Completed

10/10 (100%)

Hours Completed

32/32 (100%)

Days Worked

14/14 (100%)

Average Daily Burndown
2.29 Hours

Estimated Completion Date
Feb 04, 2018