Sprint 3 Report

Project Name: D&D 4E Character Builder
Team Name: Owl Bears
March 4th, 2018

Stop Doing

- Being late to scrum meetings.
- Stop grandstanding obstacles and tasks completed
- Stop bottlenecking our work based on approval

Start Doing

- Stay on top of bugs.
- Stay on top of logging task progress on the scrum board.
- Pay more attention to the burndown chart.

Keep Doing

- Working together on big tasks.
- Communication.
- Helping team members out when they don't know something.

Work Completed

- As a new player, I want a selection of pre-made characters so that I can get a character up and running quickly.
- As a user, I want to download character files to my local machine so that I can have a persistent copy of my character.

Work Not Completed

- As a developer, I want to store all information about a race, class, etc. in a database to keep the character file small (3 of 5 tasks complete).
- As a user, I want to upload character files from my local machine so that I can view it in the UI (1 of 3 tasks complete; one task (III-C) determined equivalent to a user story, another dropped (III-B)).
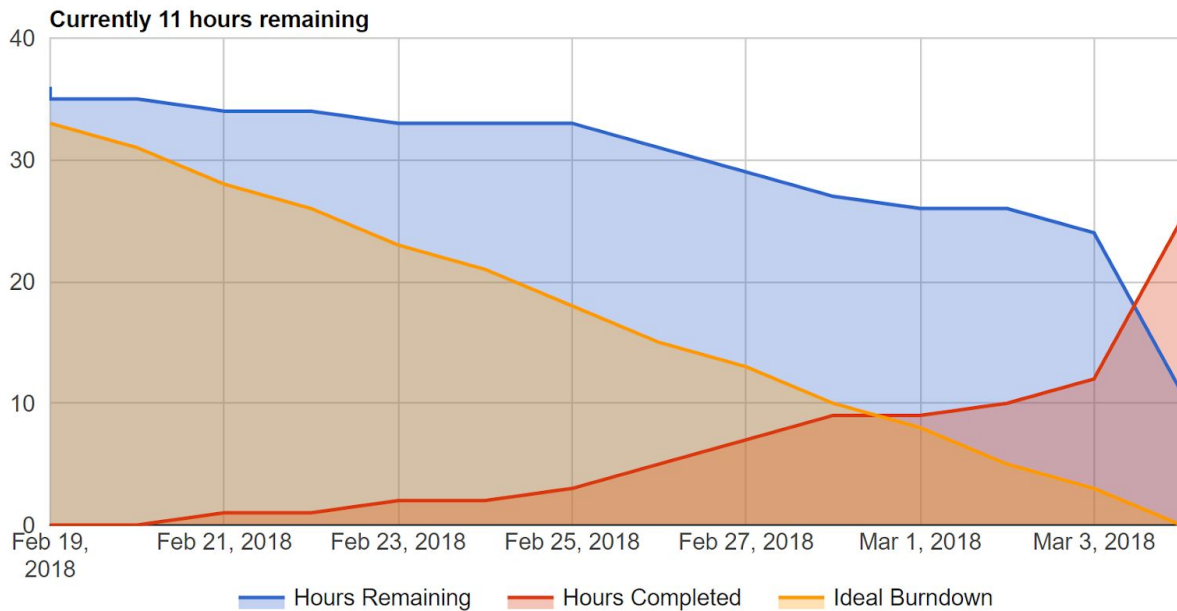
Work Completion Rate

- Total user stories completed: **2/4**
- Time taken to complete: **25 hours**
- Total amount of estimated work hours: **36 hours**
- User stories/Day = **0.143**

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- Ideal Work hours/day = **1.78**

Burndown Chart

Currently 11 hours remaining

Legend: Hours Remaining — Hours Completed — Ideal Burndown

Cards Completed	10/14 (71%)
Hours Completed	25/36 (69%)
Days Worked	14/14 (100%)

Average Daily Burndown	**Estimated Completion Date**
1.79 Hours	Mar 10, 2018