

# Sprint 4 Report

**Project Name:** D&D 4E Character Builder

**Team Name:** Owl Bears

March 16th, 2018

## Stop Doing

- Saying “Pick a task” as your “will do” in Daily Scrums.
- Uploading unneeded local branches to the Git repository.

## Start Doing

- Pruning the Git repository.
- Logging hours spent on tasks rather than only counting hours when they’re done.

## Keep Doing

- Thorough documentation of bugs and other issues.
- Being active with communication.

## Work Completed

- As a user, I want a user-friendly way of loading a premade character from the server.

## Work Not Completed

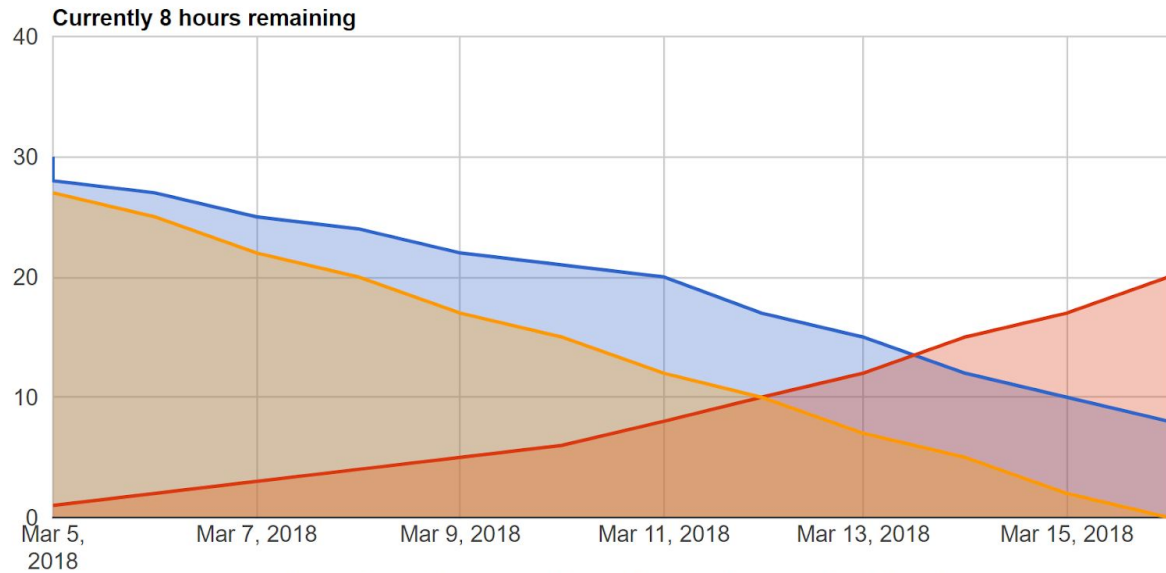
- As a developer, I want to store all information about a race, class, etc. in a database to keep the character file small (potentially done, but the likelihood it will need to be revisited as the below User Story is completed is quite high).
- As an inexperienced player, I want to load a complete rules-legal premade character and modify it so that it suits my liking (even with one task dropped, the number of tasks associated with this User Story turned out to be double what we thought).

## Work Completion Rate

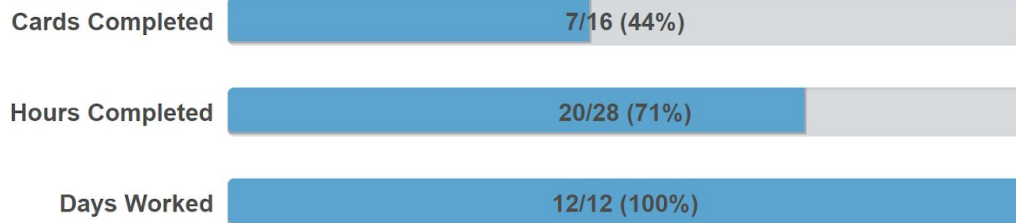
- Total user stories completed: **1/3**
- Time taken to complete: **22 hours**
- Total amount of estimated work hours: **30 hours**
- User stories/Day = **0.083**
- Ideal Work hours/day = **1.67**

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## Burndown Chart



Hours Remaining Hours Completed Ideal Burndown



Average Daily Burndown  
1.67 Hours

Estimated Completion Date  
Mar 21, 2018