

**SPRINT REVIEW AND REPORT**

**Deliverable 6**

**TEAM 23**

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**Submission Date: 30th October 2021.**

Below is the most updated sprint backlog;

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| USER STORY | TASKS | DAY 1 | DAY 2 | DAY 3 | DAY 4 | Day 5 | DAY 6 |
| The registered user wants to view their account so uses the login feature to enter the account details. | * Designing the login page * Writing codes for the login page * Application of customer branding * Test the page | 1 | 0 | 0 | 0 | 0 | 1 |
| 0 | 2 | 0 | 2 | 1 | 0 |
| 0 | 0 | 0 | 0 | 3 | 1 |
| 0 | 0 | 0 | 0 | 1 | 1 |
| The registered user desires to see his/her account so uses the view customer option to see account details. | * **Design customer account page** * **Writing code for the customer account page** * **Test the page** | 1 | 0 | 1 | 0 | 0 | 0 |
| 0 | 0 | 2 | 1 | 2 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 |
| A new user wants to buy some items so uses the create account option to establish an account. | * Designing the create account page * Write the code for the create account page      * Test the page | 1 | 0 | 1 | 0 | 0 | 0 |
| 0 | 0 | 2 | 1 | 1 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 |
| The registered user wants to end the session on the website so uses the logout feature to end | * **Designing the logout page** * **Writing the codes for the logout page** * **Test the page** | 1 | 0 | 1 | 0 | 0 | 0 |
| 0 | 0 | 2 | 1 | 1 | 0 |
| 0 | 0 | 0 | 1 | 1 | 1 |

At the end of this sprint, the website allows users to create accounts using a valid email address or mobile number and a password. Users can then be able to log in to their accounts using their email address or mobile number and their respective passwords. The software product also allows registered users to view their account details. After visiting the website, users can log out of their accounts.

The four user stories 1, 2, 5, 21 were the focus for the first sprint and therefore were implemented. There were no changes to any of the above-mentioned user stories. There were also no new user stories during this sprint as we stick to the product backlog.

**LESSONS LEARNED DURING FIRST SPRINT**

* Most of the designing of the pages was started on the first day of the sprint that helped the team a lot to focus on more demanding tasks in the subsequent days allowing more time to be available for them. We will do the same next time.
* Building the website on the third day did help conserve time but starting the writing of codes on the second day will do even better. We will therefore start the writing of codes on the second day.
* Starting of the testing of the pages on the fourth day was the right call as it helped us to improve the non-functional requirements. This will be done during the next sprint.

Our team was fairly fast during the sprint. We planned to finish every task by the sixth (last) day and we did.

As the story pointing was done, we took into consideration the strengths and weaknesses of our development team, the areas each are best at, and where they lack. Doing this enabled us to determine the priority of user stories as well as their difficulty. We also determined which ones will be time-consuming and which ones won’t and we balanced them accordingly.

We planned for a total of 4 user stories during this sprint which is about a quarter of the total number of user stories. All of the 4 user stories were completed. We will compare our second(next) sprint’s velocity with this one. Hopefully, it will tell us more about meeting the product’s deadline.

Below is a burnout chart that shows team 23’s ideal trajectory and current trajectory.