

**SPRINT REVIEW AND REPORT 2**

**TEAM 23**

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The most updated sprint backlog;

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| USER STORY | TASKS | DAY 1 | DAY 2 | DAY 3 | DAY 4 | Day 5 | DAY 6 |
| The registered user needs to make some changes to the account so uses the edit account feature to make some changes | * Writing codes for the customer details (editable) page * Test the page | 2 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 |
| The registered user desires to remove account so selects the delete customer account option to delete the account. | * **Adding “Remove Account” button to the page design** * **Adding a delete account option to the customer details page** * **Test the remove account option** | 1 | 1 | 0 | 0 | 0 | 0 |
| 1 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 |
| When the registered user realizes wants to sell an item, uses post item option to post the item on the website to attract buyers. | * Designing the page for posting items * Write the code for the page * Test the page | 1 | 1 | 0 | 0 | 0 | 0 |
| 1 | 2 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 |
| The registered user wants to review the details about the posted item so uses the view item option to see them. | * **Adding view option to the posted item page** * **Test the page** | 1 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 |

In addition to the functionality stated in sprint review 1, the website will allow users to make changes to their personal details, remove or delete their account, post items for sale, and view posted items.

User stories 3, 4, 16, 17 were dealt with for the first sprint and implemented. No changes were made to any of the above-mentioned user stories. No new user stories were introduced during this sprint.

**LESSONS LEARNED DURING FIRST SPRINT**

* Making changes to the website on the second day did help appropriately consume time. We will do the same for the next sprint.
* Testing the pages on the second day after making changes to the website helped us to improve the non-functional requirements. The same will be done during the next sprint.

Our team was three times faster during the sprint as we finished implementing user stories on the second as compared to the sixth day for our first sprint.

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 successfully implemented. Our velocity as described was about three times faster as compared to the first sprint. This will help us successfully meet the deadline.

The burnout chart below shows the team ideal trajectory compared with the current trajectory.