***SPRINT 1 REVIEW  
 BURNDOWN CHART***

Immagine che contiene testo, schermata, diagramma, linea

Descrizione generata automaticamente

***NEW ESTIMATED VELOCITY***  
 The estimated velocity of the first sprint was 42, as seen from the burndown chart, where all 42 points were completed. It was observed that these points were accomplished in less time than anticipated, leading to a recalculation of the estimated velocity for the next sprint. Specifically, the sprint velocity will increase from 42 to 50, based on the following proportion: **42 (Completed Points) : 34 (Work Hours) = x (New Velocity) : 40 (Available Hours).**

***IMPLEMENTED FUNCTIONALITY***The following features have been successfully implemented:

* Creation of a "HourOfDay" trigger;
* Creation of "DialogBox" and "Audio" actions;
* Creation of a rule with the ability to activate and deactivate it;
* Management of rule activation and control in "RuleManager";
* Addition and removal of rules from the rule set;

100% test coverage for the implemented functionalities. Only a few errors were detected in specific inputs, promptly resolved through the use of Exceptions.

***ISSUES ENCOUNTERED AND RESOLUTIONS* Issue:** Having a thread for each rule; Occupying the main thread for rule control. **Resolution:** Use of a scheduler for periodic control and execution of rules.  
 **Issue:** Confirming user removal of a rule. **Resolution:** Use of a scanner to confirm or deny the removal**.**

***PRODUCT BACKLOG CHANGES***  
 Refine and detail the user stories for the upcoming sprint

***SPRINT 1 RETROSPECTIVE***

***Start:***

* Better division of daily working hours;
* The morning work session earlier.

***More of:***

* Review before the commit;
* Work on stress management;
* Rational approach to difficulty.

***Keep doing:***

* Pair programming on more difficult tasks;
* Code reviews by team members;
* Creating the tests before or in parallel with the creation of the corresponding method.

***Less of:***

* Useless commit.

***Stop:***

* Making work sessions too long.