

## **Heading:** Sprint Report 2, Ulol.gg, Ulol.gg team, 2/22/2023

### **Actions to stop doing:**

- 1) The team needs to stop delaying meetings and actions to a point of procrastination
  - a) Need to have more efficient meetings

### **Actions to start doing:**

- 1) The team should increase documentation when writing code so we can merge our code and fix bugs a lot quicker.
- 2) Increase diversity in code files to relieve complexity and congestion and allow more specialized work without breaking components somewhere else.
- 3) The team should start to schedule/communicate meeting times in a timely manner to help facilitate progress and information to speed up the development process.
- 4) The team should start communicating what they are doing on a daily basis more so as to help the team understand what progress is being made and can act accordingly on it.
- 5) The team should start committing their local code to the github so that the team can have better version control.

### **Actions to keep doing:**

- 1) The team should keep helping each other when needed and communicating when they need help as it allows for better collaboration and resolving issues that team members are stuck/struggling on.
- 2) The team should continue to finish their parts on time and complete their tasks according to the schedule as it allows for the continued progress on the project and relieves other team members who might be dependent on said tasks.

### **Work completed/not completed:**

#### **Completed:**

*As a league player, I want to be able to search for a league of legends team*

*As a league competitive player, I want the website to provide me with data on my team in relation to how we play the game.*

#### **Not Completed:**

### **Work completion rate:**

**Total User Stories:** 20

**Total Ideal Hours:** 35

**Total Number of Days: 14**  
**The User Stories/Day: 1.4**  
**Ideal work hours/day: 2.5 hours**

## Burnout Chart

