

Sprint 1 Report: SOS (Save Our Species)
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Actions to Stop Doing:

- Showing up late to meetings and at the wrong locations and generally being unclear about these details.
- Keeping irrelevant discussions in the respective channels on Slack.
- Not keeping Jira or other physical Scrum Board up to date.

Actions to Start doing:

- Make sure that slack has currently meeting times and locations and subscribe to those details.
- Our team also agrees to start working on the same version of Xcode, our IDE, so that we don't keep on running into build issues that are halting our progress
- Stick to the scrum engineering practice of what "done" means
- Be clear about ideal hours for specific tasks
- Keep track of actual hours for all tasks

Actions to keep doing:

- Our team has had productive meetings and great communication
- We are all empathetic with each other and do a good job taking care of each other
- Keep on having a good attitude dealing with the complications that arise and keeping our discussions on track

Work completed/not completed:

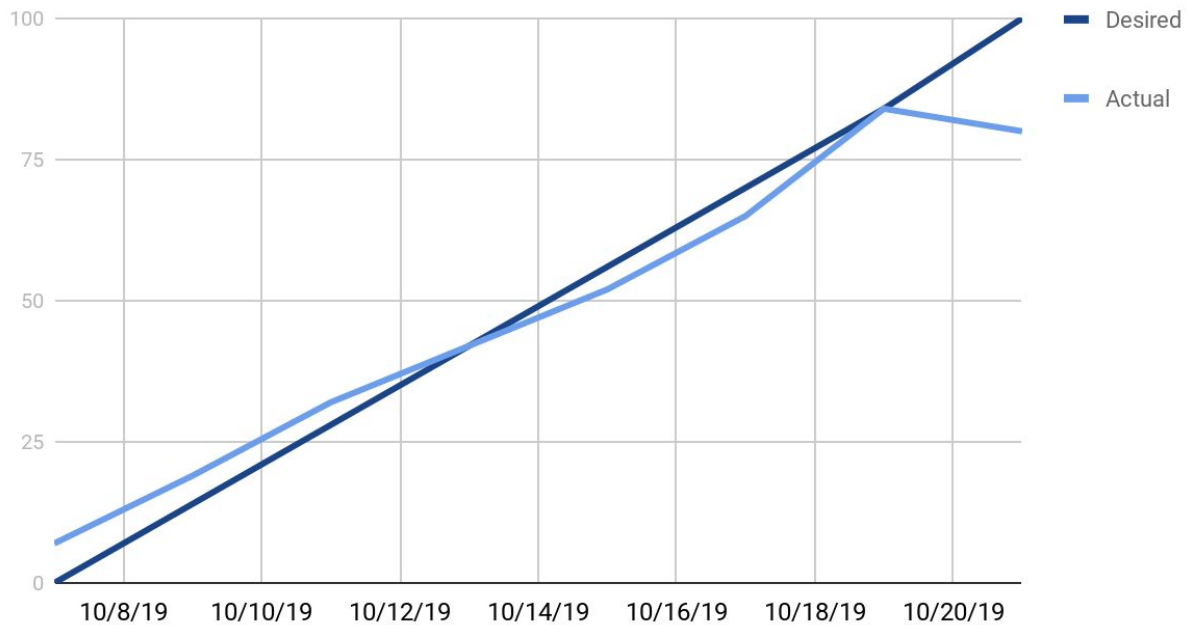
- We have firebase set up on one designated group member's local machine and much of the front-end work that we want to utilize the database for HOWEVER we do not have the integration of the two set up
- Was able to open map, ask user for permissions, and have a pin in the center of the map that was able to move around and display the address of the pin
- We still need to link the project to GitHub
- Our development environment is not decided on, currently we are coding in both Xcode10 and Xcode11. This is due to school computers having an earlier version of Xcode than is compatible with most current ios devices. We need to make a clear decision of what version to use.

Work completion rate:

- Our group estimates that we have completed about 80% of the work we wished to accomplish.
- We completed two user stories that contained 6 number of tasks total.

- We did not keep track of our actual hours vs our ideal hours exactly. However our actual hours unanimously much higher than what we thought we would invest due to issues with learning a new language, IDE and issues with Xcode versions.

Burnup Chart Progress



The reason for the decline at the end is because we ran into issues linking the various components of the project together due to version compatibility issues with xcode and not linking it to GitHub