Sprint 2 Report

SlugSense (Mobile app)

The Other Sense

Sprint end date: 7/18/17

Actions to Stop Doing:

- Stop changing requirements midway

Actions to Start Doing:

- More communication

- More frequently push to branch

- Cooperate more within the task members

- Divide the tasks more clearly

- Better documentation for code

- Discord every day

- Make a school/work schedule

- Consistently update burndown

Actions to Keep Doing:

- Discord every day:

- Keep pushing to git

- Continue updating scrum board

Work Completed:

- Paper mockup

- Sketches have been done

- JSON data from the API

- Communicated with backend up

- Visualized fake data in the graph

Not Completed:

- Visualize Real Data

- Implement Login Code

- Create a daily/weekly toggle for the chart

Work Completion Rate:

- Throughout this sprint week, 12 out of 20 story points have been completed, for a measly ~1.75 story points a day over 7 days. A part of this is due to the fact that some tasks remained unfinished and have instead been pushed to sprint 3. The initial assignments of story points have proven to be rather useless due to the lack of knowledge of the project as a whole - largely in part due to lateness of group formation and lack of contact with the mentors.

- The group completed 38 of the 42 estimated work hours, an average of 5.5 ideal working hours a day over 7 days, which seems to indicate something entirely different compared to the 12/20 figure on the story point completion. The data on the burndown chart is faulty as the hours worked was not updated daily and only near the end of the sprint. This can be attributed to communication issues within group members.

- As the first sprint was only two days for this group – two days which we gathered information and did no coding – the cumulative user points/day and the work hours/day has been omitted.

Burndown Chart