

# Sprint 3 Report

SlugSense –MobileApp-

Team: TheOtherSense

Sprint End Date: 7/25/2017

## **Actions to stop Doing:**

- Team members not accurately reporting their work progress.
- Not finishing what a team member committed to doing
- Merge conflicts on Git
- Not all team members attended the scrum meetings regularly

## **Actions to keep doing:**

- Get together and work as a group
- Discord Every day
- Keep pushing to git
- Peer reviews of code
- Finishing all of the user stories on time
- Regularly meet with the client for the project
- Continuous update of the Scrum board

## **Actions to start doing:**

- Meet together to integrate code (individual member's contributions)
- Better communicate on current ongoing tasks
- Test the code more often
- Document the code as we goes
- Continuous integration of code
- Team specific coding standards
- Manage git repository better/more efficiently

## **Work completed:**

- Graph is complete
- Menu functionality is complete
- Skeleton App and UI implementation is complete
- Data integration within the App is complete
- Authentication with back end is complete
- A fully functional App

## **Work Not completed:**

- Document the rest of the code
- Adequate unit testing

## Work completion rate:

- Throughout the week, all user stories have been completed, and the majority of the bugs and errors have been handled.
- Due to the time spent as a learning curve on sprint 2, Sprint 3 was much more productive and included the majority of the actual coding/feature implementation.
- All 48 out of 48 hours estimated work hours were completed, although some tasks took much more time than initially expected –perhaps due to the lack of experience with the working framework/language- while other tasks were finished in less time than estimated.

## The BurnDown Chart:

