

# Sprint 3

Last edited by **Khoa Nguyen** 1 year ago

In this sprint, the client wants us to add some gamification elements to the product to boost users' engagement and, thus, increase revenue. We will also start to outsource our development process to an external consultant team, and we will update our requirements and acceptance criteria to be more accurate and concise so that we can delegate some issues for outsourcing.

## Sprint goal

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1. Focus on the new gamification features. The client wants us to use all our resources to develop it, so we started with the design and prototyping process.
2. With the addition of the new requirements, some of our working components had to change. For example, the current tasks exploration view and back-end tracking must be updated to include the gamification elements.
3. Wrapping up some of the testing of our previously developed features.

## Sprint planning

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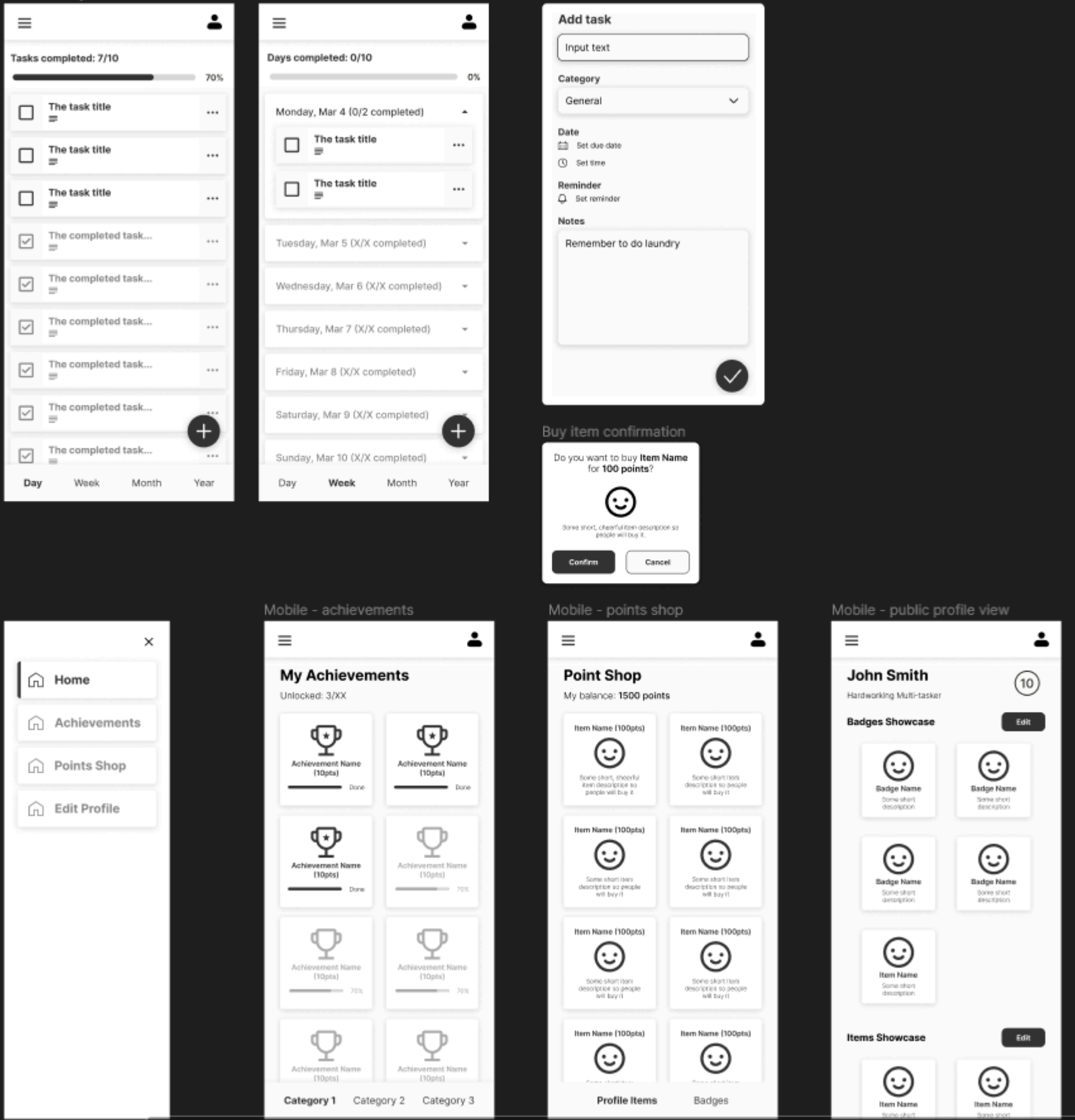
1. Create gamification features [#86 \(closed\)](#) , [#102](#), [#95 \(closed\)](#).
2. Design and prototype for new gamification features [#103](#), [#96 \(closed\)](#)., [#97 \(closed\)](#). Those are shown in this sprint result
3. Finish testing [#77 \(closed\)](#)., [#30 \(closed\)](#).

## Sprint result

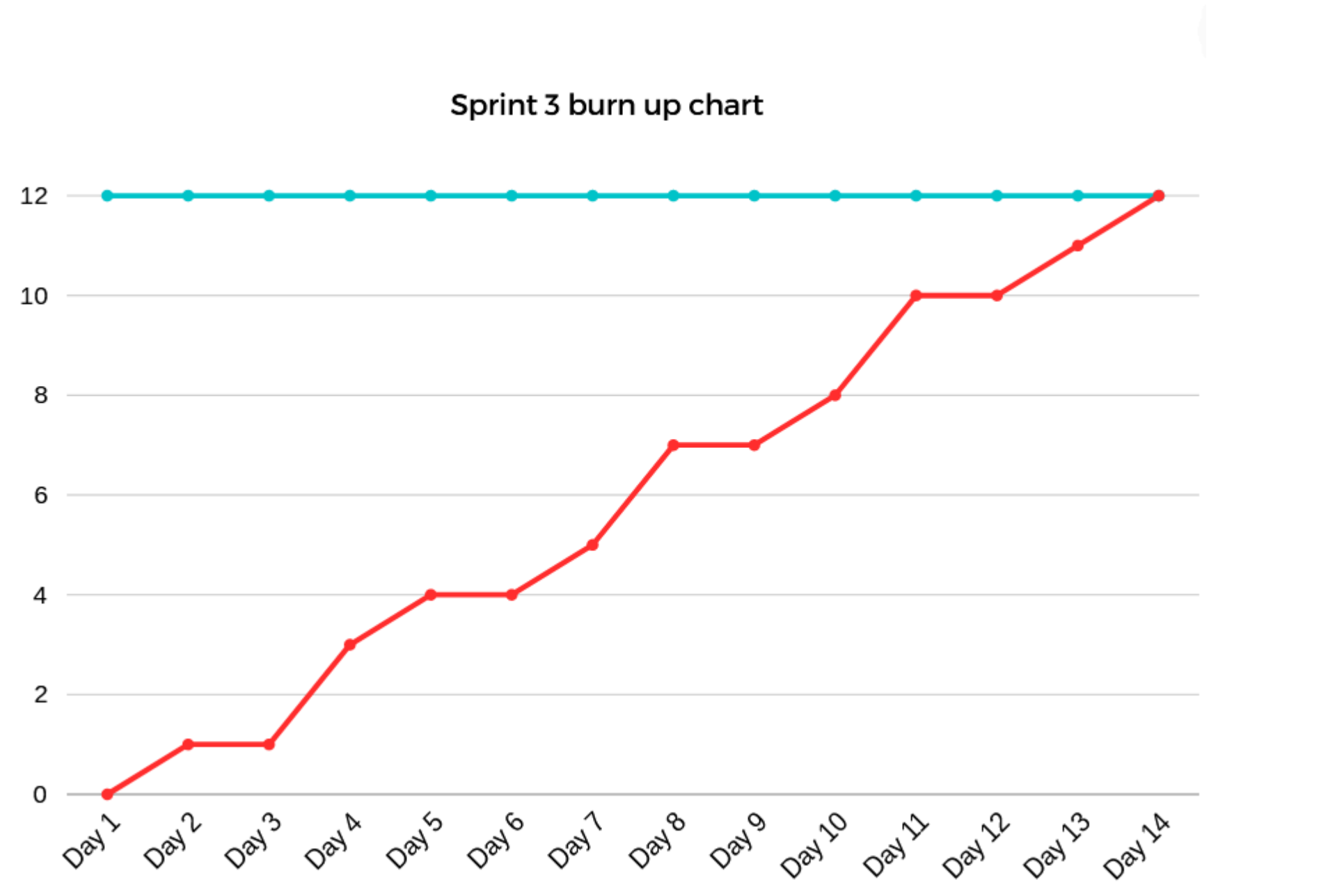
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The sprint's most important aspect was finishing the design and prototyping of our product to include the new gamification features. The previous prototype was updated accordingly into the [latest prototype iteration](#):

- We decided to add some new progress bars to the tasks tracking view - making it more visually appealing and passively making the users want to complete their tasks. It's in our nature that we love to see numbers go up, so this adds an excellent subtle way to encourage our users.
- After completing the tasks, users will be rewarded with points - which are usable in the points shop for various items. Users can also unlock different achievements and badges, which can be displayed on their public profiles.



Here is the burn-up chart for sprint 3:



All in all, the changes forced us to work extra hard to complete all the new features for the latest release. As a result, we had to complete many more issues compared to the last sprints.

### Comments