

# Sprint 4

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In this sprint, we start developing the new views we defined in the previous sprint for our new gamification features. We focus on making a usable MVP first so we can safely hand these new features to the outsourced team.

## Sprint goal

- 1. Continue designing and implementing the new views for gamification elements
- 2. Testing the completed gamification features from sprint 3.
- 3. Adapting the changes with the new features to the existing tasks' requirements.

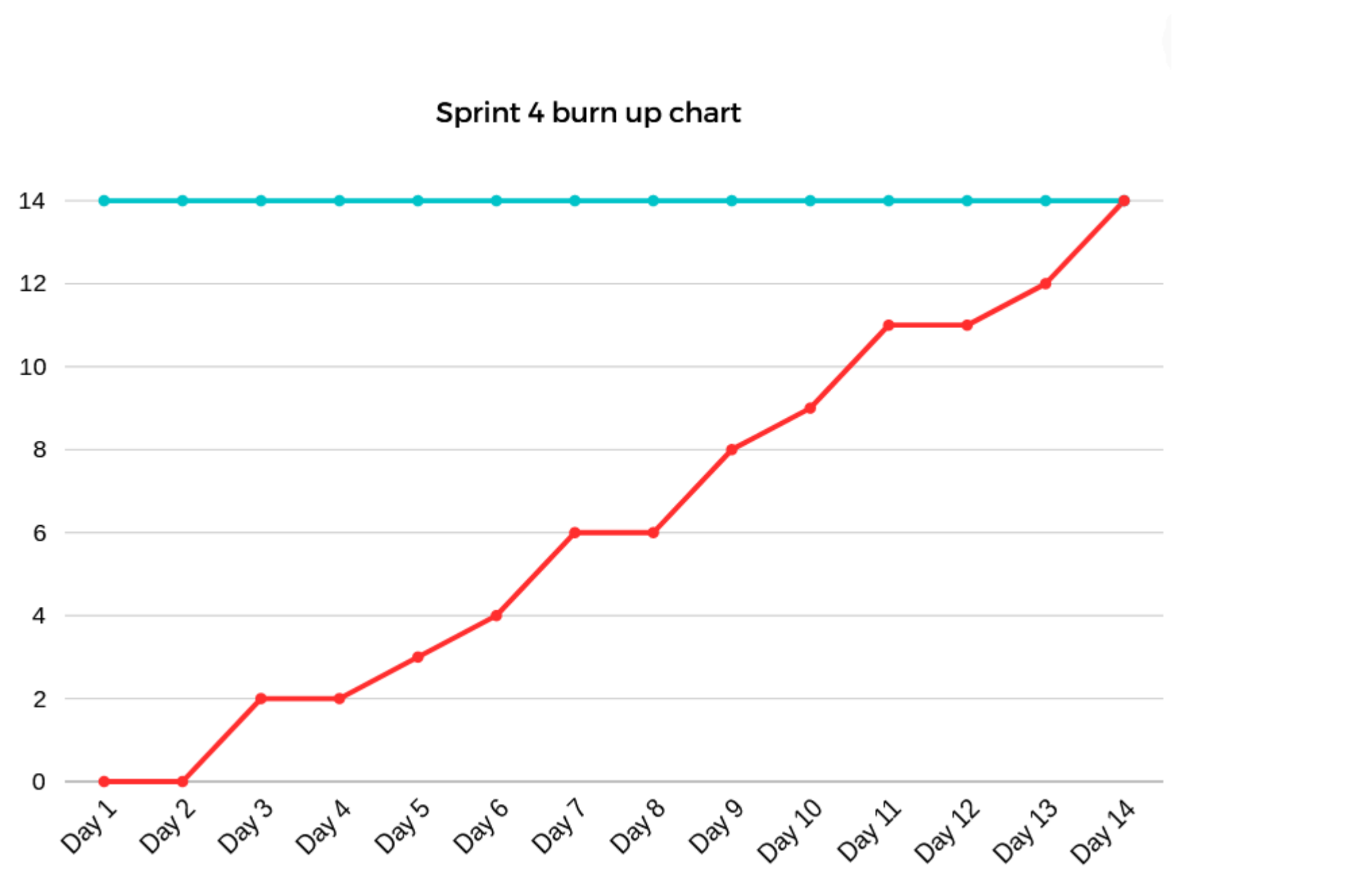
## Sprint planning

- 1. Move other current features to the later stage: [#18](#), [#19](#), [#47](#), [#48](#)
- 2. Implement gamification features [#86 \(closed\)](#), [#95 \(closed\)](#), [#102](#)

We had 14 features to work on in this sprint - a lot. However, we still couldn't fit all the new gamification features to be released in this iteration. As a result, we decided to move [#102](#) to the next sprint 5. We think the point shop is not as crucial as the check-in and achievements system, and we would need to have these 2 features in place to spend the points in the shop anyway. We want to deliver an overall quality product to the client. Thus, we cannot skip all of the tests for the features we implemented to cram this last gamification feature.

## Sprint result

We tried our best to complete all the issues in this sprint, which is 14. All of us had to work continuously and collaboratively to finish this sprint. Here is the burn-up chart for sprint 4:



Since it's been 4 sprints that we developed together, our workflow and estimation are getting more and more accurate. The burn-up chart shows a more linear rate in the last sprint and this sprint.

## Comments