

Sprint #1 Report

Product Name: Nutrivis.ai

Team Name: Nutrivis

Sprint End: 10/21/18

Stop doing:

Getting distracted. The team should adhere to the scrum guidelines for the daily meetings, especially when it comes to being strict about the 1 minute per person.

Getting heated. Combative humor is funny but in the long run, it hurts our productivity and cohesion.

Start doing:

Defined tasks/delegation. During the planning for sprint 2, we will precisely define who is working on what. This way we will avoid our previous mistakes of different team members being over and under booked.

Showing up on time. That one is self explanatory. If the busses are taking too long, take an earlier bus. (maybe institute a penalty)

Better team communication. Occasionally we had a hard time getting ahold of team members via Facebook Messenger. Possibly, this will entail adopting a new platform. This is still up for group discussion.

Keep doing:

Regular meetings. We stuck to our schedule for meeting three times per week.

Putting in hours. We logged more hours than we budgeted for.

Github. In a meeting with Roy, we discussed how to organize our work in git. Although we settled on a slight variation, we stuck to a clean structure for our repo.

Work completed:

User Story #1: Login.

This was our main goal for this sprint and we succeeded. Currently, we have support for google and email login with a strong foundation, if we wanted to add other user accounts like facebook or twitter, that would be relatively simple.

Not done but mostly done:

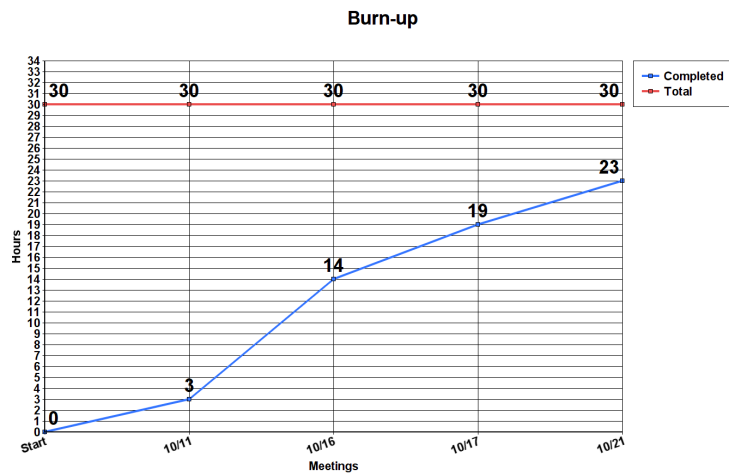
User Story #2: UI/Camera was our second priority. Although great strides were made, the UI and camera activities aren't 'shipable.' This user story has been added to our sprint 2 backlog but the team members working on this story estimate it will only take a few more hours.

Work completion rate:

Total story board hours completed: 23

Total number of estimated ideal work hours: 45

Total number of days during the prior sprint. 50 [We weren't sure what that meant, so we just estimated the sum total of days in which we worked on something.]



As you can see, our estimates have been much lower than the actual time spent working. Hopefully, as we learn more about ourselves and our development environment, our 'hours per task' will be much more accurate.