

Sprint 4 Report

Team Name: AGJMP

Product Name: lolst

Revision Number: v1.0

Date: December 2, 2019

Actions to stop doing:

- Last minute cancellations of meetings
- Not communicating what times do not work
- Procrastinate less and be more on top of things

Actions to start doing:

- Come to more meetings
- Decide what times work better
- Figure out issues and incompatibilities earlier

Actions to keep doing:

- Communicate exactly what tasks we are doing and how they will fit in with the current system
- Collaborate with team members by teaching foreign technologies to sync knowledge (ie React, Flask, and MongoDB)
- Demonstrating willingness to contribute and motivation for the project
- Discover new ways to improve our project such as suggesting new features
- Know what everyone is working on

Work completed/not completed:

- Work Not Completed:
 - As an Esports fan, I want to have a saved list of my favorite teams/players, so I have easier access to their statistics.
Story points: 3
 - Implement a login system (Completed)
 - Allow users to save teams/player listsTotal Time: 8 hours
- Work Completed:
 - As a user, I want to be able to compare the statistics of teams and players, so I can see which teams and players are better.
Story points: 3
 - Create the compare page
 - Design the general layout of the page
 - Create a query system to request matchupsTotal Time: 8 hours

- As a user, I want to have a clean and interactive UI, so I can have a better UX.

Story points: 2

- Have default data for individual player cards before user clicks on a player
- Scrape player images
- Add in player images to the cards

Total Time: 4 hours

• Work completion rate:

- 2/3 user stories completed
- 12 ideal work hours completed
- A period of 14 days for Sprint 4

LOLest Burn-up Chart

