

# Sprint 1 Report

Team Name: AGJMP

Product Name: Iolest

Revision Number: v1.0

Date: October 20, 2019

## Actions to stop doing:

- We should all make an effort to attend the meetings or communicate beforehand if there is a time conflict during the scheduled time
- Procrastinate less and be more on top of things

## Actions to start doing:

- Communicate good times to meet
- 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)
- Plan out how the UI should look

## Actions to keep doing:

- Demonstrating willingness to contribute and motivation for the project
- Discover new ways to improve our project such as suggesting new features

## Work completed/not completed:

- Work completed:
  - As a newcomer to League of Legends, I need to be able to view tailored statistics for the teams/players, so that I can get a better understanding of the sport.
  - As an Esports fan, I need to be able to view selected statistics for teams/players I am a fan of, so I can remain up to date with the standings.
- Work not completed:
  - As an Esports fan, I need to be able to query which team/player I want to see data for, so I can save time.

## • Work completion rate:

- $\frac{2}{3}$  user stories completed
- 9 Ideal work hours completed
- A period of 11 days for Sprint 1

# Lolest Burn-up Chart

