

Sprint 2 Report

Team Name: AGJMP

Product Name: Iolest

Revision Number: v1.0

Date: November 2, 2019

Actions to stop doing:

- Last minute cancellations of meetings and
- Procrastinate less and be more on top of things

Actions to start doing:

- Organize the branches and come up with a naming scheme.
- Figure out what each person is doing.

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)
- Communicate good times to meet
- 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.
 - Finished up a Table for display tailored statistics
 - 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.
 - Finished up the APIs
 - Finished up a Search Bar
 - Embed Riot Games stream on web app
- Work not completed:
 - As a team coach, I need to have access to clear visualizations of statistics to easily analyze and compare statistics across teams and players, so that I can decide which players are under- or over-performing.

• Work completion rate:

- $\frac{2}{3}$ user stories completed

- 16 Ideal work hours completed
- A period of 14 days for Sprint 2

Lolest Burn-up Chart

