

## Sprint 1: Retrospective

Sprint 1 ran from Thursday 20th April 2017 to Wednesday 26th April 2017.

The release was published on Thursday the 27th of April.

### **The user story:**

"As a user, I would like to login to the system so that I can identify myself in a game" was completed.

- Effort level: 1
- Reward points: 3
- Estimated velocity: 3
- Actual velocity: 3

The estimated times can be seen on the user story map on Trello. See end of this document for the link.

### **Other tasks completed:**

- Various other tasks and environment setups were done during sprint 1, these included:
- Travis-CI Setup
- Artifact directory and supporting documentation was included (Coding conventions and reviews)
- Linting setup
- The HTML frontend for the game was designed and implemented.

As a result of these other tasks the overall sprint velocity was: 0.1875.

This was calculated on the basis that each team member contributed an average of 2 hours of work (16 Effort points) over the sprint.

Overall the sprint is considered a success. The only task not completed which was set for this sprint was launching and linking the AWS instance to Travis CI.

### **See Trello board for developer assignments to user stories as well as sprint tasks:**

<https://trello.com/b/wOdUCnOI/user-stories>

<https://trello.com/b/ANziKPdR/sprints>