Sprint 3 Report: Speed Hacker

Team: 1WPM (Jasper Yeh[PO], Joshua Shier[SM], Anisha Trivedi, Emilio Angeles)

Sprint Completion Date: May 22, 2018

Revision #1

Revision Date: May 21, 2018

Actions to Stop Doing:

1. Straying away from the style guide. Our code is generally styled consistently but there are some scripts that may have been rushed or not reviewed thoroughly so we need to fix the styling on them in the future.

Actions to Start Doing:

1. More project work times because more components are depending on each other, so working together in person helps.

2. Code reviews so that everyone can understand how every component of the software works.

Actions to Keep Doing:

1. Team project work times to ask for help in person when help is needed.

2. Scrum meetings help us figure out what has been done and what we need to focus on.

3. Consistent communication to stay on top of meeting times and problems that arise.

Work Completed:

1. As a tester, I want to be able to play through the entire game so I can record statistics.

2. As a user, I want to be able to see my personal best words per minute so I can set personal goals.

3. As a user, I want to be able to access an online leaderboard so I can compare my scores to other players around the world.

Work Not Completed:

1. As a user, I want be able to type out different strings of code every game so the experience is different every time.

Work Completion Rate:

User Stories Completed: 3

Total Estimated Ideal Work Hours Completed: 19

Total Number of Days in Sprint: 14

Average User Stories Per Day: 0.23

Average Ideal Work Hours Per Day: 1.96

Burnup Chart: