

**Sprint 4 Report:** Speed Hacker

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

**Sprint Completion Date:** June 5, 2018

**Revision #1**

**Revision Date:** June 4, 2018

**Actions to Stop Doing:**

1. Our sprint went very smoothly this week. We did not have any negative actions that we should stop doing.

**Actions to Start Doing:**

1. There are no further sprints for this quarter.

**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 user, I want to be able to see visually pleasing gameplay so the game is more enjoyable.
2. As a user, I want be able to choose different algorithms to type out every game so I can have more varied gameplay.

**Work Completion Rate:**

**User Stories Completed:** 2

**Total Estimated Ideal Work Hours Completed:** 18

**Total Number of Days in Sprint:** 14

**Average User Stories Per Day: .21**

**Average Ideal Work Hours Per Day: 1.45**

**Burnup Chart:**

