

Sprint3.md draft (sprint 3 planning meeting)

Meeting Documented: Yes 7/7 Team Members Attended

Goal

Enable a user to create an account, view their account information, and change their account password. Additionally, implement at least one new game for our website. The user stories for sprint3 implement the following:

- A game teaching users about Python lists
- Account registration and login
- Account password modification and reset
- A biography section for the user in the profile page
- Code snippets showing if-statement and stack use
- Information about Python learning resources and links to them
- Public leaderboard for users to view their scores

The following user stories will be completed for sprint3:

- **[DREAM-14]** As an unregistered user, I want to create an account that will save my progress between sessions.
- **[DREAM-30]** As a signed in user, I want to be able to change my login password, so that I can change my login credentials.
- **[DREAM-36]** As a visual learner, I want to interact graphically with how Python lists work, so that I can learn the concept in a visual way.
- **[DREAM-18]** As a logged in user, I want to see my score on a leaderboard, so that I can see how others are doing in the games.
- **[DREAM-16]** As a user who forgot their password, I want to be able to reset my password with my email, so that I can sign in again.
- **[DREAM-20]** As a new Python Programmer, I want to read about basic Python syntax.
- **[DREAM-91]** As a user I would like to be able to edit and write my biography on the profile page.
- **[DREAM-19]** As a Python Learner, I want to see Python examples of stacks, so that I can start using them in my own code.
- **[DREAM-29]** As a Python Learner, I want to see working Python examples of if-statements, so that I can start using them in my own code.

Spikes

Potential challenges for this sprint:

- Turning existing HTML pages into React components
- Figuring out how to link our React components (webpages) together

Burndown

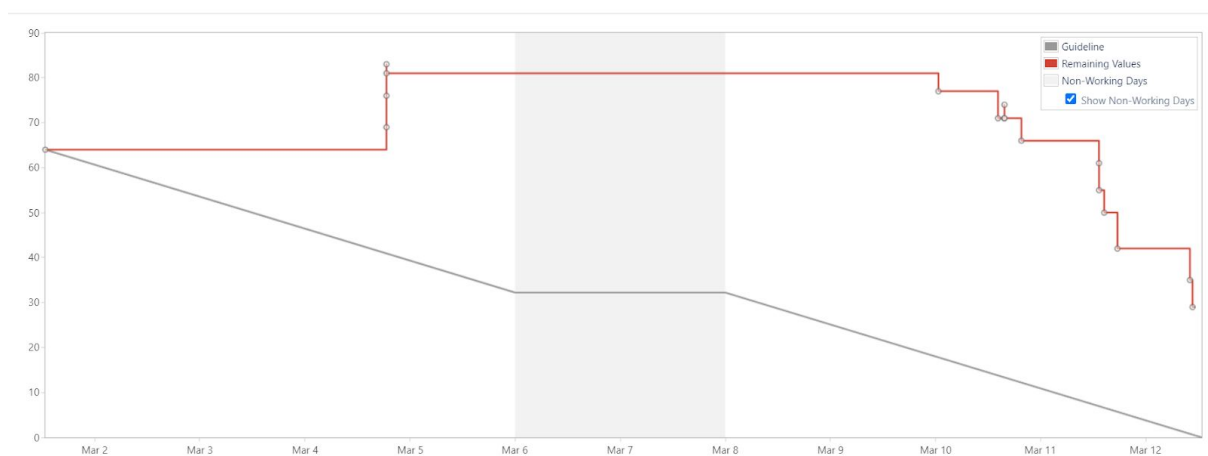


Figure 1 Sprint 3 Burndown Chart

The Sprint 3 burndown chart shows us the rate at which we completed user stories for Sprint 3. It compares our rate (in red) to the expected rate of completion (in gray). There are two notable events to point out on this chart. The first event is that, compared to Sprint 2, user stories were completed much earlier in the sprint. The second event is that a series of scope changes occurred on March 4th increasing the sprint velocity from 64 to 69 story points.

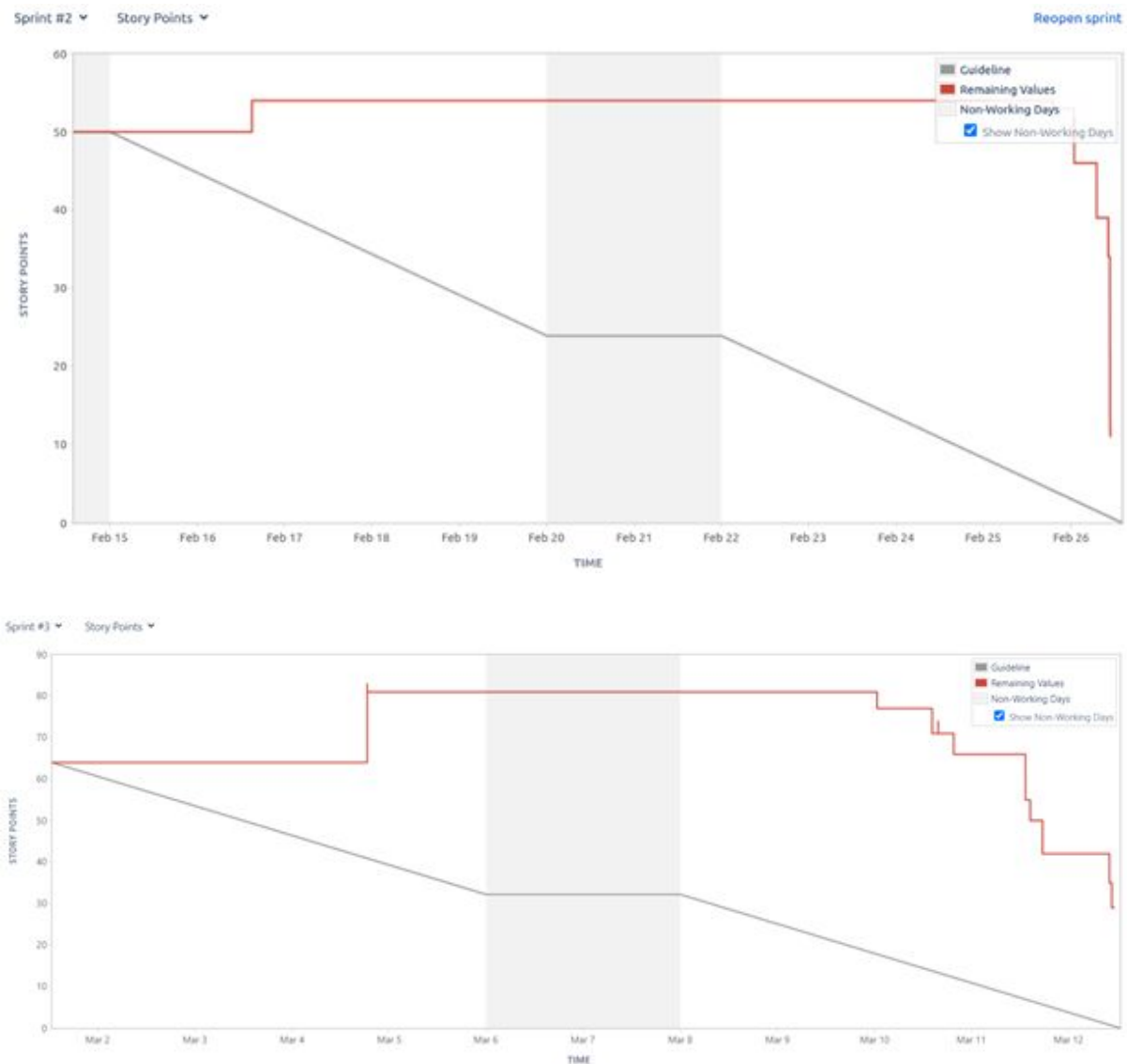
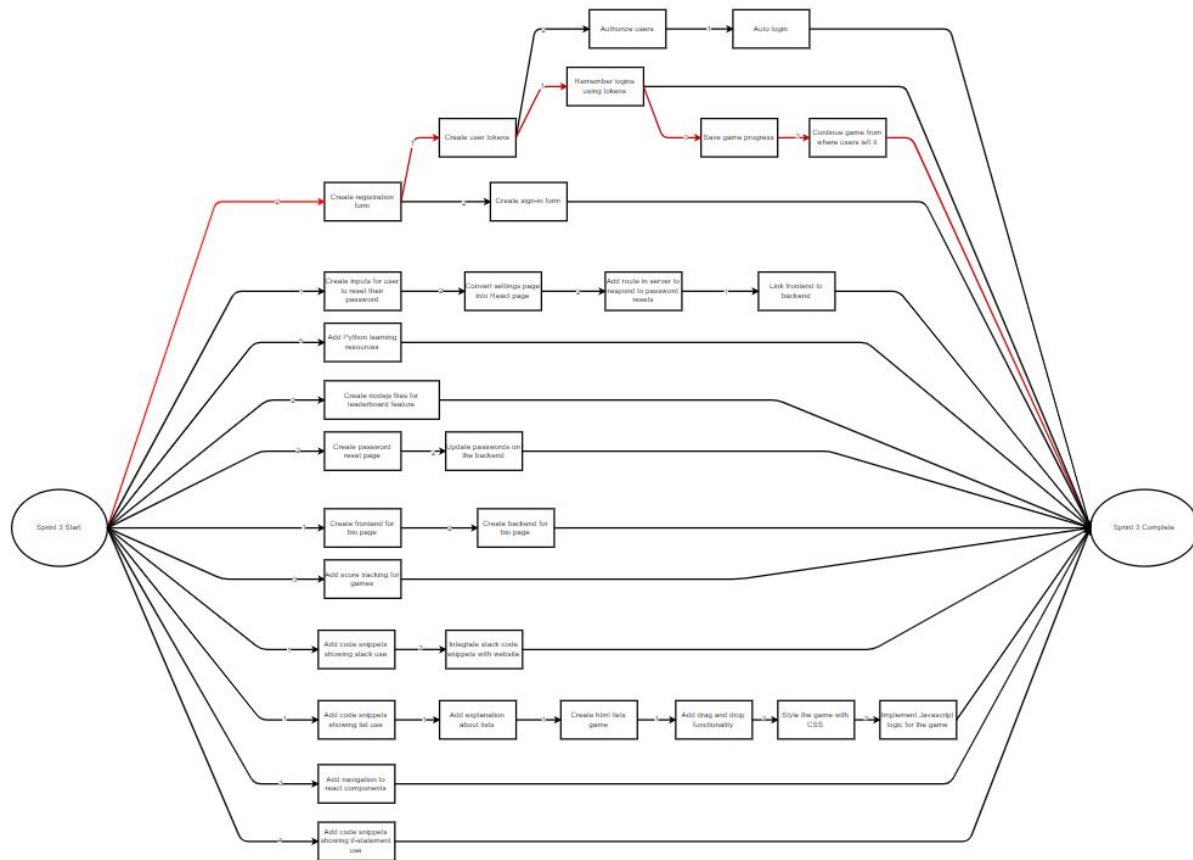


Figure 2 Sprint 2 vs Sprint 3 Burndown Chart

Compared to the sprint 2, user stories were completed much earlier and over a longer period of time. This occurred because we primarily focused on completing simpler user stories for this sprint. Additionally, each group member had different work schedules, therefore their user stories were completed at different times. The scope changes were a result of adding an estimate for DREAM-88 (Save and update session on quest completion) of 5 points. The estimate for DREAM-88 was difficult to decide on because of how abstract the story was.

Our planned velocity for sprint 3 was 64 story points. At the end of sprint 3, our true velocity came out to 55 story points. In sprint 2, we had a planned velocity of 50 points and a true velocity of 43 points. Our velocity for sprint 3 increased due to the carryover of DREAM-14 (account creation) and DREAM-16 (password reset) from sprint 2. In addition, DREAM-30 (password modification), DREAM-18 (user leaderboard), and DREAM-36 (list game) were completed in this sprint. These complex user stories were worth 21 story points in total.

Schedule



Sprint 3 Retrospective Meeting