

Sprint 2 Report - Purrsite - J-Team - 7/7/20

CMPS 115 -Software Methodology

Actions to stop:

In daily scrum meetings we were mostly making soft commitments, we are going to stop making commitments we don't expect to make progress on before the next meeting. We had difficulty understanding the framework we are using and let work that needed to be done on the release plan and scrum board slide. We hoped that with a better understanding of our tools we could more appropriately create tasks and assign them working hours. We are going to stop putting off scrum related tasks.

Actions to start:

We are committing to more peer and group programming sessions. Even if we don't need help from each other, working together should help us better manage our tasks and complete our commitments. We are going to start making hard commitments and reflecting them on the scrum board. Tasks not related to user stories are also being added to the scrum board so that we can identify other work that needs to be done. We reviewed our initial release plan and worked to revise the user stories to be user focused not product focused. In our meeting with our TA we got a better understanding of task creation. Using this new knowledge we are able to create clearer tasks, part of which includes assigning ideal working hours to tasks, which we did not do in the first sprint.

Continue:

We are meeting for daily scrum meetings every day, this seems to be a good practice and everyone is focused and on time. This has been a 15 minute scrum at 1:30 M-F followed by a more general meeting until 3:00 if topics need to be discussed. Last week we had general meetings from 1:45 to 3:00 on M/W/F.

Work completed/not completed:

We grossly underestimated the work related to our initial spikes and setting up the infrastructure for a project using tools everyone is unfamiliar with. No user stories were finished this week. A good amount of work was put into learning the framework and the tools we need. Going into sprint 2 there is still work to be done related to setting up the project. We had to reevaluate our release plan which required rewriting user stories in a more appropriate way and creating a revision of the release plan to reflect that. Part of our difficulty in completing work was trying to make tasks using tools we didn't understand. The other difficulty was trying to only have sprint work related to user stories and spikes, but nothing else. Going forward we are adding tasks that need to be completed not related to user stories and keeping the documentation of what tasks are in progress and who is working with them up to date.

Work completion rate:

Stories completed: 0

Estimated ideal working hours: 24

This ideal working hours estimate is based on the Scrum Masters understanding from the daily scrum meeting and reflects a guess related to hours spent learning tools or doing research related to the project.

Days in prior sprint: 7 (6/30-7/6)

Stories per day: 0

Ideal working hours per day: 3.5

A burndown chart can be found in our github repository, but based off of information discussed in this report it doesn't really represent anything. It is only a graph indicating the initial story points we had for user stories in sprint 1. Our trello board from the start of the week can also be found in the repository.