Actions to Stop Doing:
- The team should stop forgetting SCRUM deadlines to prevent the team from stacking tasks and assignments last minute.
- All team members should stop not keeping the rest of the sub-team updated on tasks in progress to prevent multiple sub-team members working on the same task.
- All members should stop not informing the other sub-team of tasks completed to prevent the other sub-team from not working on necessary tasks that are dependent on the task completed.
- Stop selecting tasks to do at random in order to prevent bottlenecking tasks (Some tasks may be dependent on other tasks).

Actions to Start Doing:
- Scrum Master(s) should update everyone of up coming deadlines at every SCRUM as this will prevent the team from waiting until the last minute.
- Team members should announce when they begin work on a task as soon as they start working on it rather than waiting until the following SCRUM to announce it as that'll help prevent team members from inadvertently working on the same task.
- The Development team should regularly commit working code to master in order to minimize the severity of merge conflicts and to deal with problems immediately as they come up. It also allows Refactoring to be done easier.
- The Development team should use the announcement chat to announce when a task is done in order for the team to know that tasks dependent on said done task can now be worked on and tested.
- During Sprint Planning, the team should map out Task dependencies in order to better allocate work on tasks to prevent bottlenecks from occurring.

Actions to keep doing:
- The team should keep scheduling more coding sessions as that leads to a more productive work environment and spreads code knowledge more effectively.
- The team should keep SCRUM meetings scheduled as is and keep the format the same as it has seemed to work effectively thus far.
- The team should keep having mini meetings after SCRUM as it provides a sense of comfort and understanding with where the team is at.
- The team should remain divided into subteams, GUI and Network as it divides skill sets and workloads in a productive manner.
- The team should remain flexible in terms of scheduling and the various needs of members as we all live busy lives and have differing levels of experience.

- The team should keep adhering strictly to the sprint plan as it gives direction and guidance.
- Keep provisionally allocating tasks at sprint planning to avoid commitment phobia.

Work Completed:
- As a user, I want the program to remember my network, so I don't have to type it each time I want to run the program
- As a user, I want to be able to search for files across devices.
- As a user, my files will be compressed automatically when I upload them so it doesn't waste storage space
- As a user, I want to be able to specify and change how much storage space I am willing to share.
- As a user, I want to be able to choose where on my computer backups will be stored.
- As a user, I can choose which peers I upload files to, so that I don't overload one device
- As a user, I want to Display a log of network events to the use.

Not Completed:

- As a user, I can encrypt my files when uploading them so that they can't be stolen
- As a user, I want to be able to specify and change how much storage space I am willing to share.

Work Completion Rate:
- Total user stories completed: 6/8
- Time taken to complete: 70 hours
- Total amount of estimated work hours: 82 hours to be done in 15 days
- User stories/Day = 6(stories)/15(days) = 0.4 User Stories/Day
- Ideal User stories/Day = 8(stories)/15(days) = .53 User Stories/Day
- Ideal Work hours/day = 5.47 hrs per day

Burnup Chart on next page...

Burnup Chart:

Burn Up Chart

Sprint 2