

Sprint Report 2: Don't Dine Alone

Actions your team needs to start doing:

1. We need to update the burn chart more frequently, so we have a better sense of our timeline.
2. More specific and fine-grained actionable tasks, so that it's quicker and easier to pick and complete them.
3. Spend a bit more time on the project, so that we don't have to rush everything at the end.
4. We need to commit on GitHub more often, so that we don't lose our work and we can collaborate better.

Actions your team needs to stop doing:

1. Stop being late for scrum meetings, so that we can start on time as a group.
2. Stop relying on others for information, so that I more on what is going on in class.
3. Stop being lazy, so that we can accomplish more tasks with less stress.
4. Stop thinking that it's someone else's responsibility to assign us tasks, so that we are more proactive.

Actions your team needs to keep doing:

1. We need to keep researching, so that we find good solutions to our problems.
2. Continue using Firestore, because it seems very well organized and friendly to use.
3. Keep communicating, so that we all keep on base with each other and work well together as a team.

Work completed:

List user stories that your team finished during the sprint

- Profile Activity
- Welcome Page
- Preferences ← Originally unplanned
- Manual Selection ← Originally unplanned

Work not completed:

List user stories that your team has not finished during the sprint

- Matching System

Work completion rate:

1. Total number of user stories completed: 3
2. Total number of estimated work hours completed collectively as a team: 30
3. Total number of days during the sprint: 14
4. User stories completed per day: 1/3th
5. Hours worked per day: ~4 hrs

Release Plan Changes:

We ended up finishing preferences and manual selection, because we felt that it affected the Matching system significantly enough that it beared implementing first. We had difficulty finishing the matching system because a significant amount of time was spent trying to work with Realtime Database, ending with the partial matchmaking code being lost during the commit process. We ended up restarting from scratch with Cloud Firestore.

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