SPRINT 4 REPORT: AQUSTIC

TEAM NAME   Team Q
PRODUCT NAME   aqustic
DATE   06..18

ACTIONS TO STOP DOING

- The team needs to stop making code that only they can understand so that everyone can work on any part of the code.
- The team needs to stop pushing code that has console statements in them so that other people can debug easier.

ACTIONS TO START DOING

- The team needs to start write comments as they work on their code so that we don't have to do it later when we don't understand it as well
- The team needs to starts always write clean code using good practices so that we don't have to rewrite it later.
- The team needs to start updating the bug list as soon as they find a bug so that we don't forget about any bugs.

ACTIONS TO KEEP DOING

- The team should continue communicating what days and weeks they are busy so we can plan around them.
- The team should continue naming variables and functions well so they can be understood easily.

WORK COMPLETED / NOT COMPLETED

#	USER STORY	Done?
1	As a party host, I want my guests to be able to select the music using a web application so that they don't complain.	Finished
2	As a developer, I want to be able to create separate accounts so that multiple people can use my app.	Finished

3	As a party host, I want to moderate (restrict, regulate) the people connecting to my party so that random people do not join.	Finished
4	As a developer, I want to be able to run the website on a server so that people can join aqustic.	Finished
5	As a listener, I want to be able to approve and disapprove of music, so that the music is good.	Finished
6	As a party host, I want to be able to save the played music to a spotify playlist so that I can use that information at another party.	Finished

WORK COMPLETION RATE

DESCRIPTION	#
Total Number of User Stories Completed	6
Total number of estimated ideal work hours completed during the prior sprint	60
Total number of days during the prior sprint	14
User Stories per Day	.4285
Ideal work hours per day	4.28

Sprint 4 Burnup Chart