#### Sprint 1 Report - EK Health - January 21, 2016

#### Actions to stop doing:

- Android and iOS teams need to communicate better within their own groups.
- We need to stop doing all or most of the work over weekends.

# Actions to start doing:

- Communicate our research findings and ideas with our product owner.
- Establish meeting times outside of lab to work on the project.
- Work in pairs or triplets to accomplish user stories.
- We need to spread our workload over the course of the week instead of doing it over the weekends.

### Actions to keep doing:

- The team should keep researching to solve the initial problem presented to us by the product owner.
- The team should continue to learn Android Studio and Java.

# Work Completed/Not Completed:

List of user stories that were completed:

- As software engineers, we need to setup a GitHub repository so that the team can efficiently progress. (3 points)
- As software engineers, we need to research at least 3 APIs and decide Voice APIs that process voice (audio) to text. (13 points)
- As software engineers, we want to research the PocketSphinx API, understand the limitations of it, and determine if it meets the criteria for our product. (13 points)

- As software engineers, we want to research the Android Speechrecognizer API, understand the limitations of it, and determine if it meets the criteria for our product.
- As software engineers, we want to build a working prototype in android of voice-to-text translation using our chosen API. (8 points)
- As software engineers, we want to build a working prototype in ios of voice-to-text translation using our chosen API. (8 points)

List of user stories that were not completed:

- As software engineers, we want to research the TLSphinx API, understand the limitations of it, and determine if it meets the criteria for our product. (13 points)
- As software engineers, we need to present the status of our prototype development to the product owner. (8 points)

Work Completed Rate:

Scrum Board at end of Sprint 1

