# Sprint 2 Review

**Sprint 2:**

Completed user stories:

- As a player, I want to see champion picks, runes and masteries selected for a match
    - 5 points

- As a League of Legends player, I want to be able to pick great meta-champions so I can win solo queue.
    - 5 points

- As a LoL mentor, I want to show my students stats so that they can see how wins relate with game stats.
    - 7 points

Uncompleted user stories:

- As a player, I want to analyze ward placement and it's benefit by viewing ward placement over time and locations on d3 heatmap
    - 5 points

- As a player, I want to see every kill logged and displayed on an image of the in game map
    - 2 points

- As a strategist, I want to see what people do at a certain time frame so that I can strategize the best way to win.
    - 13 points

- I want to see farm, damage, and other relevant match data at a specific time in the match
    - 8 points

**Summary:** We finished the important user stories, but we could not finish some very interesting features. We decided to put these on the top of our product backlog, so that we can first focus on the community section as proposed in the Release Plan.

Actions and Activities that our team plans to

**Stop**
- Working on tasks without moving it on the Scrum Board

**Start**
- Always move the task on the Scrum Board into the appropriate section

**Continue**
- Using the online Trello Scrum board
- Having regular Scrum Meetings

## Should, Done and Total