Sprint 1 Review

Completed user stories:

- As a developer I want to be able to work on the project.
    - 3 points

- As a developer, I want to be able to track analytics about users accessing my website in real time
    - 1 point

- As a player I want to access the website online.
    - 3 points

- As a player, I want to be able to see stats about myself to be able to analyze and improve my gameplay.
    - 21 points

- As a player loading into a game, I want to quickly view stats so I can outplay my opponent.
    - 5 points

Uncompleted user stories:

- (As a mobile app user, I want to be able to use the site quickly on my phone so that I don't have to tab out to see stats. I want to be able to view the website on my mobile phone, so the interface needs to be responsive)
    - 2 points

- As a teammate, I want to be able to see summoner statistics filtered for a specific role so I can recommend them what to improve on.
    - 5 points

Summary: We finished all the important user stories, but we still have to work on the front end to make the website, more specifically the Player Analysis part, more acceptable. Other than that we can now focus on the Match Analysis, as proposed in the Release Plan.

Actions and Activities that our team plans to

Stop
- Using the physical Scrum board

Start
- Using merge policy

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

Burn-up Chart