Team Name: The Procrastinators

1. Planning Poker did help out with story point estimation. There were no impasses on point values. The highest difference between 2+ members on values were around 5-7 points. The story this happened for was “Perform log operations in arbitrary bases.”

2. Most of the meetings took place in person, with occasional people missing due to conflicting schedules, those people were either filled in over groupMe or at the next scrum.Most of the meetings took place in the evenings with the scrum starting between 5 and 6. The scrums usually lasted between 15 and 30 minutes followed by some coding, sessions usually lasted less than 2 hours in total.

3. It is not as easy as just writing code. It makes more sense to have something to test than have a test for something that doesn’t exist yet. The code would have been no better if it were done without it, but it probably would have been faster to not use TDD. We would prefer not to use TDD again if given the choice. It is difficult to write any test without preexisting code to test.

4. The velocity of this sprint was 66. We planned to accomplish 79 story points, but we only accomplished 66 of them. No we did not complete everything for the sprint, one task was never started and another never made it through testing. Our product is potentially shippable. We did get the core and most important stories for the project accomplished. We would decrease the planned story points, and try to be more accurate with the story points assigned. Many of the tasks did not require as much work as originally estimated, while some required more.

5. Our average cycle time was about 1.437 days.

Our average lead time was about 4.1875 days.

6. Using the metrics of velocity and average cycle time, could you improve on your implementation of the scrum software process? What kinds of things could you do to increase your velocity and decrease your cycle times? Would you follow Scrum again or would you make some changes and perhaps introduce some concepts from other methodologies? Could concepts from Kanban, Scrumban or XP help? Explain all your answers going into sufficient detail so I can clearly see you understand these methodologies and their pros/cons

7. We did not receive JIRA accounts until the last 2 days of our sprint, so we did not use it. We do not have any of the charts or reports from JIRA.