

Heading:

Sprint 4 Report

D&D DM Toolset

The Fighting Mongooses

6/1/21

Actions to stop doing:

- Creating new components without writing unit tests for them, because it is hard to identify if a component is working properly without manually testing which can take a lot of time.

Actions to start doing:

- Implementing Test-Driven Development for future components because it helps us plan and also ensures that we meet the requirements for the component.

Actions to keep doing:

- Sprint 4 is our last sprint of the quarter, but if we were to continue we would:
 - Post our scrum master reports on Discord to keep track of time committed to each task
 - Meeting for scrum meetings on Discord every other day to keep all members aware of the progress.
 - Doing manual testing and alerting the team about any issues because it helps find and iron out any bugs.

Work completed/not completed: (as a list of user stories)

- Work Completed:
 - As a player I want to be able to make dice rolls that are visible to my fellow players and DM, because I don't own any D&D dice.
 - As a DM, I would like to see the documentation for this program so that I know how to use it.
 - As a DM, I would like to have a cleaner, less overwhelming means of visualizing info about players and encounters so that my mind can be freed up to improve the narration and atmosphere for the players.

Work completion rate:

- Total number of user stories completed during the prior sprint: 3
- Total ideal work hours completed during the prior sprint: 20.00
- Total number of days during the prior sprint: 14 days (2 weeks)
- ~0.21 user stories per day for this sprint.
- 1.428571429 ideal work hours per day for this sprint.
- 0.25 average user stories per day over all completed sprints to date.
- 2.313095238 average ideal work hours per day over all completed sprints to date.

- Burnup Chart:

Project Burn-up Chart

