

Heading:

Sprint 2 Report

D&D DM Toolset

The Fighting Mongooses

5/4/21

Actions to stop doing:

- Making a pull request to the wrong branch because it can ruin the flow of how a feature is implemented and considered complete.
- Being late to the Daily Scrum Meeting, as it results in the meeting taking longer than 15 minutes, and it can be a distraction (due to the Discord connect noise).

Actions to start doing:

- Unit Testing using Unity's built-in Test Runner so that we can ensure that we are getting the right things done, and also to conduct regression testing to ensure that previous implementations are not broken.
- Regularly reminding ourselves of the newly created Definition of Done to define when implementations are complete, so that we can define a standard of completeness to ensure that when a feature is "done," it meets these standards.
- Doing more peer reviews of pull requests so that a feature implementation is fully tested and will not cause problems.

Actions to keep doing:

- Reaching out to individuals for collaborating on working together so that there are multiple people who can bring their own perspective on solving a problem.
- Sticking to the three questions in regards to the Daily Scrum Meeting so that the discussion during the meeting meets the time constraints and does not go off-topic.

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

- Work Completed
 - "As a DM I would like to be able to easily access monster stat blocks, because searching through a book for it is tedious and disruptive to the flow of the session."
 - "As a DM, I want to see all player status effects on the initiative queue, because tracking them manually can get out of hand."
 - "As a DM, I want the players I create to automatically populate the initiative queue, so that they can be used during encounters."
 - "As a DM, I want to see all player status effects on the initiative queue, because tracking them manually can get out of hand"
 - "As a DM I would like to be able to easily access monster stat blocks, because searching through a book for it is tedious and disruptive to the flow of the session."

Work completion rate:

- Total number of user stories completed during the prior sprint: 3
- Total ideal work hours completed during the prior sprint: 39.92
- Total number of days during the prior sprint: 14 days (2 weeks)
- ~0.21 user stories per day for this sprint.
- 2.85 ideal work hours per day for this sprint.
- 0.18 average user stories per day over all completed sprints to date.
- 3.02 average ideal work hours per day over all completed sprints to date.
- Burnup Chart:

Project Burn-up Chart

