

Heading:

Sprint 1 Report

D&D DM Toolset

The Fighting Mongooses

4/19/21

Actions to stop doing:

- Stop making pull requests without any other reviews if the pull request is sufficiently large and affects a large part of the code because it can mess up the codebase overall.
- Stop assuming that all team members are fully aware of the mechanics of D&D because some team members may not know how D&D works and won't know how to implement certain features.
- Stop doing more things in a Daily Scrum Meeting than is necessary (i.e. discussing what to do next) because it makes the Daily Scrum Meeting last longer than 15 minutes.

Actions to start doing:

- Peer review pull requests because we need to be able to catch possible bugs before pushing code to the dev branch.
- Dedicate time to testing and bug-fixing the program before a sprint completes because we want to avoid debugging when it's almost too late.
- Be more thorough in what tasks are needed for a given user story because it gets confusing when all the tasks are done, but there are still things that need to be completed.
- Allocate more time to meetings so that after the Daily Scrum Meeting, we can collaborate and discuss specifics as needed.

Actions to keep doing:

- Posting scrum reports every time anyone does work because it helps show the Scrum master the work that is being done.
- Helping fellow team members become familiar with technologies which are new to them.

Work completed/not completed:

- Completed Work:
 - "As a DM, I want to not have to manage large initiative queues myself so I can focus on other things"
 - "As a DM, I want to have pertinent player info available as a ready reference, because large groups of players I don't know well can be hard to keep track of when running a session"

Work completion rate:

- Total number of user stories completed during the prior sprint: 2 user stories
- Total number of estimated ideal work hours completed during the prior sprint: ~42 hours
- Total number of days during the prior sprint: 14 days (2 weeks)
- 0.5 user stories per day.

- ~3 ideal work hours per day.
- Burnup Chart:

Burn-up Chart

