

Sprint 3 Report
Slug Sports
Slugs With Attitude (S.W.A.)
December 03, 2015

Actions to stop doing:

During this sprint our team was successful at completing all but one of our user stories. There are no specific actions pertaining to the project we needed to stop doing. We have been spending most of our time working on the project and as a result didn't get to study as hard for the quizzes resulting in poor grades for some members. In this final week of class we will need to stop performing poorly on tests.

Actions to start doing:

Actions to start doing after sprint three could be incorporating agile principles and the scrum technique to projects outside of class as well as in the workplace after college. We have all learned how effective the scrum process is to keep us on the right track to complete our project. Without scheduled meetings to report our progress and a scrum board to keep track of our tasks and completed user stories it would have been far more difficult to complete our project on time.

Actions to keep doing:

This was a very successful sprint for Slugs With Attitude because we were able to complete the necessary user stories and connect the backend to the application. Throughout the sprint we kept in constant communication just like the previous two sprints which was very effective. In these meetings we wrote down the specific steps we need to do to complete the user stories. During this sprint we also split up into a User Interface group and Back-end group. Each team member knew their tasks and we worked together well. Also, we were able to meet over the weekends more often toward the end of the sprint to get Parse working with the Android part of our app and complete the larger user stories. During these

meetings the User-Interface group and Back-end group were able to work side by side to complete the project. Another major factor in this sprint's success was we enjoyed working together at the meetings and kept them entertaining by talking about things other than programming before and after. We have learned that good communication skills are important for a team to be successful and we believe that we demonstrated this throughout this sprint. Our team used face to face communication whenever possible and worked together as a whole group to ensure that we had a high level of engagement and that every member of the team was on the same page.

Work completed/not completed:

The focuses of this sprint were to enhance the User Interface and integrate the back-end into the application. We were able to successfully do these tasks and complete most of the smaller user stories as well. To improve the UI we added icons, background pictures, beautiful buttons, and some color to our app. On the back-end side we were able to store the data from each game that we deemed necessary for the app to function properly. This back-end information also allowed us to add important features such as a list of all the games a user has signed up for.

Completed Stories:

1. (10 points) As a developer I need to polish the UI and get the View Event page working.
2. (5) As a user I want a way to track the people who have joined my game to prevent large numbers of people showing up.
3. (10) Testing
4. (10) Implement Parse into the application.
5. (1) Update the user manual .
6. (2) As a user I want the app to look aesthetically pleasing (add artwork).
7. (8) As a developer I need to learn how to use Parse so that I can create a comment system for users to communicate.

There was only one user story that we could not complete because of time constraints and we determined it was not necessary for the app to have in order for it to serve its purpose. We determined it was more important for the user to be able to view a list of joined games.

Incomplete Stories:

1. (8) A comment section to put anything you want to add (Name, Contact info, what are you bringing).

Work completion rate:

There were seven user stories completed during this sprint. We estimated 54 ideal work hours for this sprint. The total number of days for the sprint were 28 days. The team worked 46 actual hours during this sprint. In sprint one the team completed 0.25 user stories per day and worked 1.64 ideal hours per day. In sprint two the team completed 0.40 user stories per day and worked 2.13 ideal hours per day. In sprint three the team completed 0.25 user stories per day and worked 1.75 ideal hours per day. From the beginning of sprint one to this date the team averages 0.30 user stories per day and 1.84 ideal hours per day.