Sprint 2 Report
Slug Sports
Slugs With Attitude (S.W.A.)
November 4th 2015

Actions to stop doing:

The team needs to do more research about online tools before we start to use them to know their functionality and limitations so we don't get stuck halfway through the sprint. We also need to stop doing average on the quizzes by studying more for the next one.

Actions to start doing:

The team should start to schedule longer meetings outside of class and scrum meetings to work on the application. This is because with our technical change we have made at the end of the sprint, we are going to have to spend more time building the backend. Learning and building the backend is going to be a significant amount of work that longer meetings outside of class will help with.

Actions to keep doing:

Throughout this sprint we maintained constant communication which is the biggest reason for our success. We are able to talk about things and work time into our schedule to meet up outside of class to work. This helps us complete user stories, discuss things in person, and enjoy working on the project collaboratively. In addition, when we encountered the problem with Google API we all remained calm and did research to see if there were any possible solutions. After concluding we can not schedule using Google, we discussed the future for sprint three and laid out a plan to still complete the app in the given time. We will need to keep demonstrating this ability to work through our problems and find new solutions. Because we planned ahead with the hopes of finishing most of the app by the end of this sprint, even though we weren't able to accomplish all of our goals, we have not fallen behind.

Work completed/not completed:

The focus on this sprint was to integrate the Google Calendar API with our mobile application. We were able to successfully do this and complete the other smaller user stories on time, including adding a calendar view and time picker to the app, adding a map of UCSC, and completing the user manual.

Completed Stories:

1. (13 points) As a developer I want to implement the Google Calendar API so users can view the OPERS calendar within the app.
2. (1) As a developer I need to contact OPERS for a calendar with IM sports times so that I can get a list of their scheduled events.
3. (3) As a developer I need to incorporate the OPERS calendar within the application to help users plan their games and prevent conflicts.
4. (8) As a user I need to be able to use my Google account so that I can place the event on a Google Calendar.
5. (1) As a user I want to have a map of the ucsc campus so that I can see where all the fields and courts are located.
6. (3) As a user of the system, I must be able to read a user manual of the application.

There was only one user story that we could not complete due to a technical change in our app which we are moving to sprint three. Towards the end of the sprint we encountered an issue with the Google API dealing with permission/access codes. After further research, we learned scheduling pick-up games with Google API would not be possible and we will have to use Parse. The knowledge we gained from this sprint about Google API we are still using to pull data from the OPERS calendar.

Incomplete Stories:

1. (2) As a user I want to have a comment system so that communication with others becomes easier.

Work completion rate:

There were six user stories completed during this sprint. We estimated 32 ideal work hours for this sprint. The total number of days for the sprint were 15. The actual hours the team worked during this sprint were 30. The team completed 0.40 user stories per day and worked 2.13 ideal hours per day. Compared to sprint one where the team completed 0.267 user stories per day and worked 2.4 ideal hours per day. From the beginning of sprint one to this date the team averages 0.33 user stores per day and 2.4 ideal hours per day.