

Sprint 1 Report
Product name: Slug Sports
Team name: Slugs With Attitude (SWA)
Date: 10/16/2015

What things should we stop doing?

One problem we had during our first sprint was attendance and punctuality during the scrum meetings. On various occasions some of the team members were either late or could not attend the scrum meeting which caused some communication issues, thus slowing down our progress slightly. So team members should stop showing up late to the meetings because it is unfair that all the other members have to wait for them and it is a waste of time.

What should we start doing?

One thing we should start doing is enforcing the attendance at meetings because that will benefit the group as a whole. During the meetings each member is able to relay back to the team their progress so having full attendance is very important. We will start having a penalty if a teammate shows up late or does not show up at all.

What is working well that we should continue to do?

There are many things that worked well during sprint one which we will carry onto sprint two. For example, the team is able to bounce ideas off each other allowing the ideas to develop. Another positive thing we are all productive outside of class which is why we were able to finish our sprint on time without any backlogs. We also had good communication with each other and OPERS which is a resource on campus we are consulting with.

What work was completed, and not completed?

All the work that needed to be finished for sprint one was completed. The stories are as follows:

- (5 points) As a developer we need to learn how to use Android's programming language in order to create a clean and functional interface.
- (4) As a user I need to be able to find the sport that I want to play so that I can look for other people who also want to play that sport.
- (2) As a developer we need to have an instruction dialog to tell people what they should do on each screen to ensure the best experience.
- (8) As a developer I need to know how to web crawl in order to get the list of sports and times from OPERS

We did not need to push a user story to the next sprint. This was a really good feeling for my group because we estimated correctly and we all worked together to finish the tasks these past two weeks.

What is our rate of completing work?

The total number of user stories completing during sprint one was four. The total number of estimated ideal work hours was 40. The total number of days during sprint one was 15 days. The actual hours the team worked on this project was 36. The team completed 0.267 user stories per day and worked 2.4 ideal hours per day.