

Unity Optics

Sprint 2 Report

Team Unity
University of California, Santa Cruz

July 20, 2019

1 Actions to Stop Doing

As a team we have been very satisfied with our performance and don't have anything to stop. We have done a good job at making sure that each member of the team is well aware of the responsibilities they are in charge of every week. This has allowed us to avoid certain pitfalls that come about from being oblivious of the project's needs. This is largely due to team communication on Trello and Slack.

2 Actions to Start Doing

As a team it would be beneficial to the project and to the team to begin more 1 on 1 discussions for certain tasks. The team does a good job at maintaining a high level of communication as a whole, but since we often focus on user stories in groups of two there is a higher need for communication. This is something that would aid each programming pair in accomplishing their tasks more efficiently.

3 Actions to Keep Doing

As a team our greatest strength is our frequency of communication. The team does an excellent job at updating the rest of the team on the status of tasks and user stories. Through our combination of Slack and Trello we are

excelling at making issues known faster, which leads to their quick resolve. We have done a great job at communicating and will hopefully continue to do so.

4 Work Progress

Completed User Stories:

1. As a game developer I want to format and store my data in a database.
2. As a game developer I want a simple API to access data from my players' game session so I can derive useful information from the game.
3. As a game developer I want to display my game on a website with visualizations of the data so I can analyze what my players are doing with the ads.
4. As a game developer I want more advanced telemetry such as interactive objects to be tracked so I can see how my players react to advertisements.

5 Work Completion Rate

We completed a total of four user stories during this sprint. There were no user stories we were unable to complete. We spent a total of seven days during this sprint.

6 Final Burn-Up Chart

Burn-up

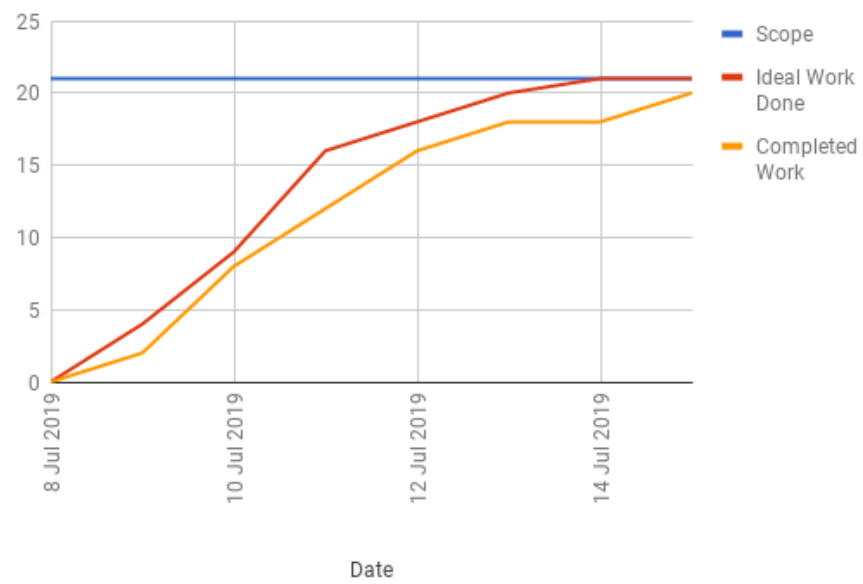


Figure 1: *Initial Burn-Up Chart*