Unity Optics
Sprint 3 Report

Team Unity
University of California, Santa Cruz

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1 Actions to Stop Doing

As a team we have been doing well on the project so there is no specific actions to stop doing. However, misunderstanding or lack of proficiency in new technologies makes our works slower than expected. Therefore, careful observation on time-consuming problems is required.

2 Actions to Start Doing

As a team we have been working on what we need successfully. It is the nature of our project that parts of our projects are quite separated so we need a powerful communication scheme for the whole team.

3 Actions to Keep Doing

As a team we have been working great. Each team member's communication and efforts was great. We can keep on working while communicating on Slack and Trello effectively.

4 Work Progress

Completed User Stories: âĂŃ

1. As a game developer I want to compare the effectiveness of multiple advertisements in order to choose which are the most efficient.

2. As a game developer, I want to have access to a data of game telemetry in order to visualize an ad's effectiveness

3. As an advertiser, I want to have a web platform to view the analytics of the data collected on my advertisements.

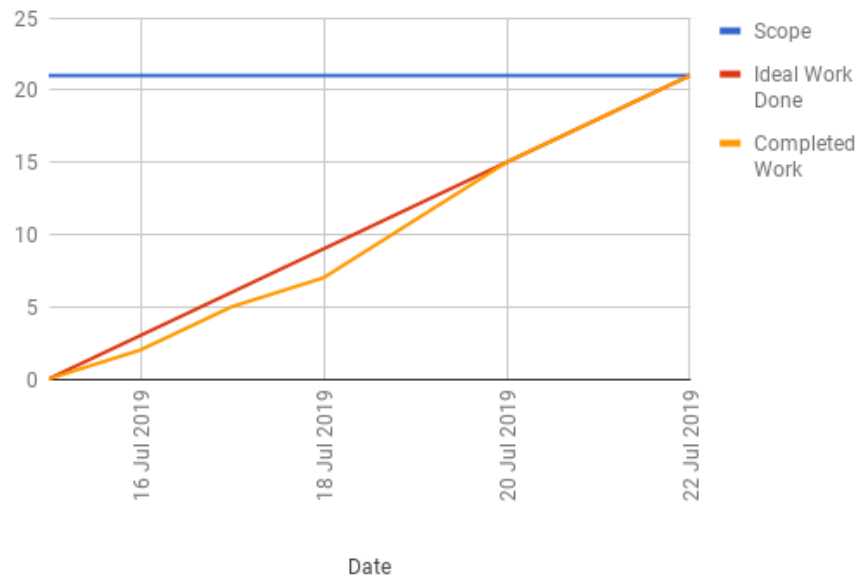# 5   Work Completion Rate

We completed every user story of the week.

6   Final Burn-Up Chart

Figure 1: *Initial Burn-Up Chart*