Weekly Progress Report (Week 0)

<109>

Sprint Review:

Status of the current sprint (leave empty for sprint 0)

Note: Use Item No. for non-user story work like infrastructure set-up.

User Story ID/ Item No.	Story Points	User Story Link	Owner	Status	Remarks
US00001	<Estimate>	<Link to file or issue on github>	<Student Name(s)>	Ready/In-progress/ Complete/ Accepted/ Blocked	Comments if any
ITEM001					

Individual Contributions:

Please provide 1-2 sentences to describe the contributions of each team member during the past week.

<Ousman>:

Provided user stories and UI sketches. Contributed to Phase B word document. Started working UML diagram, Classes, and Interfaces.

<Dylan>:

Provided user stories and UI sketches. Contributed to Phase B word document. Started working on user stories.

<Maddie>:

Provided user stories and UI sketches. Contributed to Phase B word document. Started working UI Sketches.

<Hector>:

Provided user stories and UI sketches. Contributed to Phase B word document. Started working UML diagram, Classes, and Interfaces.

Sprint Retrospective:

Please answer the below questions in 1-2 sentences (use more of something really went wrong).

What went well in the previous sprint?

      Everybody participated and collaborated their thoughts on the user stories and UI sketches.

What obstacles were encountered in the previous sprint?

      No issues and no blockers so far.

What can we improve in the next sprint?

      We did a good job setting up our first meeting. Everyone attended and made contributions.

Sprint Planning:

Plan for next sprint:

      We do not have any user stories set up yet, but for next week we plan on finishing up the Phase B document. We need to implement the UML diagrams and finish up our user stories and UI sketches. Dylan is in charge of user stories, Maddie is in charge of UI Sketches, and Hector and Ousman are in charge of UML diagrams, Classes and Interfaces.

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ITEM001					

General Scrum/Agile related guidelines:

- Spend the initial sprint to capture the work you foresee from now until the end of the project and create placeholder User Stories (with status defined) or Items for them (assigning tentative estimates if possible). These should all be part of the Product Backlog.
- Lifecycle (status) of User Stories:
  - Defined: User story exists for work item but several details are missing and is not ready to start development. (Exists in the Product backlog)
  - Ready: User Story has all the details (estimate, acceptance criteria, etc.) filled in and there is sufficient detail to start development. (Exists in Product backlog and can be pulled into a sprint)

- In-progress: Some developer is working on the story (should have an explicit owner)
- QAT (Quality Assurance Testing): (optional) Development complete and is being tested.
- Complete: The development and testing for the story is complete and it is ready to demo.

- Accepted: The demo is satisfactory and meets the acceptance criteria. Signifies successful implementation.
- User stories can move back and forth as part of development and testing.
- You can have multiple stories as "Defined" in the Product backlog and you can fill in information and move them to "Ready" as you have more information.
- However, a story must be "Ready" before you can include it in a sprint plan.