

First Sprint Report

Report of the Group: 15

Members of the group: Mario Petagna, Lorenzo Muro, Mario Riccardi, Gabriele Lodato.

# Phase 2.1: First Sprint - Planning

Initial estimate of Project Velocity: 41

User stories chosen for this Sprint:

* Class Calculator
* Complex Numbers Representation
* GUI
* Sum Operation
* Sub Operation
* Multiply Operation
* Invert sign Operation
* Division Operation
* Drop Operation
* Clear Operation
* Dup Operation

# Phase 2.2: First Sprint - Development

Tasks assigned to Team members:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Mario Petagna | Lorenzo Muro | Mario Riccardi | Gabriele Lodato |
| Tasks assigned and completed | * Class Calcuator * Multiply Operation * Invert sign Operation * Division Operation * Clear Operation * Dup Operation | * Complex Numbers Rapresentation * GUI | * Complex Numbers Rapresentation * GUI | * Sum Operation * Sub Operation * Division Operation * Drop Operation |
| Tasks assigned but not  completed |  | * Stack Creation (GUI) | * Stack Creation (GUI) |  |
| Tasks not assigned to any team  member |  | | | |

User stories added or modified by the Product Owner: none.

# Phase 2.3: First Sprint - Review

Full user stories at the end of this Sprint:

* Class Calculator
* Complex Numbers Representation
* Sum Operation
* Sub Operation
* Multiply Operation
* Invert sign Operation
* Division Operation
* Drop Operation
* Clear Operation
* Dup Operation

Any user stories rejected by the Product Owner: none. Project Velocity measured: 20

# Phase 2.4: First Sprint - Retrospective

The decisions made in the retrospective of this Sprint are:

Stop (things to stop doing):

* Late for meetings.

Less of (things to do less of):

* Getting distracted in meetings.

Keep doing:

* Cooperate in case of difficulties.
* Correct division of tasks, with appropriate workload balancing.

More of (things to do more of):

* Increased focus on writing testing and documentation of code.

Start (things to start doing)

* Work from the perspective of encouraging and facilitating the work of other team members.
* Develop material needed by other team members in the shortest possible time.