

Sprint 1 Report  
Reagan's Renderers  
Interactive Volume Renderer  
10/30/2013  
Revision 2

**Actions to stop doing:**

Stop showing up late to Scrum meetings because it messes with everyone's schedules. Stop grossly underestimating the time it takes to complete tasks so we can get a grasp for how long the project tasks will take and plan accordingly.

**Actions to start doing:**

We need to be better at breaking down user stories into smaller tasks as to make the project appear more manageable. Another thing we should start doing is conducting more project related meetings (paired programming and implementation discussions).

**Actions to keep doing:**

We need to keep breaking down user stories into separate tasks and keep having quick concise scrum meetings. We need to continue building our User Story backlog due to possible problems with the current plan so that we have other tasks we can fall back on to continue the project.

**Work completed/not completed:**

At first we worked on the APZ package and learning OpenGL however due to changes in the requirements from the product owner we've had to make a lot of changes. Also, we spent a great deal of time with the product owner figuring out exactly what the goal of the project was going to be.

**Work completion rate:**

Too early to say because we spent most of Sprint 1 really figuring out exactly what it was we are trying to do and changed all of our tasks and user stories at the end of Sprint 1. This has been our most crucial issue and, while our goals are becoming much more defined, other roadblocks may cause us to have to continue re-thinking our goals.