

Sprint 2 Report

Team Name: iM Keys

Product Name: iOS Easy Keyboard

Date: 7/16/2019

Actions to stop doing: The team should stop underestimating or overestimating the time and effort required for each of the tasks. Some of the tasks were much easier than anticipated, others were a lot harder. This can lead to unbalanced workloads and unexpected delays.

Actions to start doing: The team should be more proactive about completing the tasks and committing to github in a timely manner. This would help us complete our user stories on time and not fall behind.

Actions to keep doing: For the most part, everyone is quick to respond to questions on slack, making communication easy when working remotely.

Work completed/not completed: The team completed two of the user stories, the ones related to sound and scales. The user story related to the UI remains incomplete.

Work completion rate: 6/8 tasks and 2/3 of the user stories were completed. Approximately 20-25 hours of work were completed. The sprint was seven days long. The team completed approximately 1 task per day, though ideally our rate of completion would have been about 1.15 a day. For the previous sprint, ideally the team would commit in total about 2-3 hours of work each day. Across both the first and second sprints, the overall average task completion rate per day would be about 1 task per day, and again, 2-3 hours of work each day.

Tasks

