

Sprint 4 Report

SportsFinder

Sprint 4 Completion - 3/11/25

• Actions to stop doing:

1. **Delaying Bug Fixes Until the End of the Sprint** – Address bugs as they arise rather than accumulating them, preventing last-minute stress and rushed fixes.
2. **Working in Isolation** – Encourage cross-team collaboration, and knowledge sharing to avoid dependencies slowing down progress.

• Actions to start doing:

1. **Increase Code Review Frequency** – Ensure that each pull request undergoes a thorough review within 24 hours to maintain code quality and prevent last-minute fixes.
2. **Enhance Documentation Practices** – Maintain clear and updated documentation for API endpoints, database schemas, and feature implementations to improve knowledge transfer across the team.

• Actions to keep doing:

1. **Maintaining the Scrum Board for Task Management** – Continue using the scrum board to track task progress, dependencies, and blockers, ensuring clear visibility into sprint goals.
2. **Conducting Sprint Retrospectives** – Keep evaluating what went well, what didn't, and how to improve in the next sprint to maintain a continuous improvement cycle.
3. **Thoroughly Testing New Features** – Continue performing unit and integration testing before deploying new features to ensure stability and reliability.
4. **Keeping Clear and Up-to-Date Documentation** – Maintain organized documentation for APIs, databases, and system architectures to make onboarding new team members easier.

- **Work completed:** We have completed one of our tasks for the user stories sprint 4. We have completed the backend functionality for this respective user story as well.
 1. “As a user, I want to be able to create games to play other than basketball so that I can participate in a variety of sports and activities.” (Frontend and backend complete)
- **Work not completed:** We were unable to complete two of our user stories as we did not reach being able to implement the messaging service we wanted to implement. We also did not implement the report button to report incorrectly placed games.
 1. “As a user, I want to be able to message other players playing in my area so that I can easily communicate with other players looking to play a game.” (Not Done)
 2. “As a user, I want to be able to report and flag incorrectly placed games so that all games created and placed on the map are accurate.”(Not Done)

Work completion rate:

One user story is completed.

Total number of estimated work hours needed to complete sprint: **32 hours**

Total number of days during the sprint: **13 days**

- “As a user, I want to be able to report and flag incorrectly placed games so that all games created and placed on the map are accurate.” - **Not Done**
 - Estimated it would take 8 hours to complete
 - Story Points: 5
- “As a user, I want to be able to message other players playing in my area so that I can easily communicate with other players looking to play a game.” - **Not Done**
 - Estimated it would take 15 hours to complete
 - Story Points: 13
- “As a user, I want to be able to create games to play other than basketball so that I can participate in a variety of sports and activities.” - **5 hours**
 - Estimated it would take 11 hours to complete
 - Story Points: 5

Sprint 4 Final Burnup Chart

Sprint 4 Burnup Chart

