

Sprint 3 Report

SportsFinder

Sprint 3

Completion - 2/25/25

• Actions to stop doing:

1. Stop going over the 15 minute Scrum meetings. We often have our Scrum meetings and go over the 15 minute time limit and go over other stuff regarding our code. We should be more responsible in setting up meetings outside the Scrum meeting.
2. Other than that, there aren't any major issues that we need to stop doing.

• Actions to start doing:

1. Document the test-driven development. We usually test our code but do not document and write down the tests. Moving forward, we need to document all our tests and write down whether our code passes those tests or not.
2. We should start keeping track of our meeting times and setting reminders to ensure punctuality for Scrum meetings and meetings with our TA. Although it's been quite a while, we are still somewhat irresponsible with meeting times.

• Actions to keep doing:

1. Having regular meetings has been very useful. Outside the scrum meetings, we meet quite a lot to help each other with their tasks. This works very well because some members are more experienced than others. This allows everyone to move forward with tasks and avoid getting stuck.
2. We should keep notifying each other of our progress through Discord. This helps us figure out where each of us are in our respective tasks. We also let each other know when we push to Github which makes it easier for all of us to be on the same page.
3. We should keep using version control effectively to avoid conflicts and maintain the integrity of our codebase.
4. Utilizing the Scrum board has also been helpful to keep track of tasks.

- **Work completed:** Certain tasks in User Story 1 and User Story 2 were completed.
 - User Story 3 (3.3): “As a user, I want to see a marker at the center of the map so that I can use it to create games at specific locations.” Story Points - 13
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- **Work not completed:**
 - User Story 1 (3.1) - “As a user, I want to move around the interactive map so that I can explore different areas and find games near me.” Story Points - 13
 - User Story 2 (3.2): “As a user, I want to click on game icons on the map so that I can view information about the ongoing games such as busyness and skill level.” Story Points - 13

• **Work completion rate:**

Not all user stories were completed - User Story 3.3 was completed, User Story 3.1 and 3.2 were in progress

Total number of completed estimated work hours at end of sprint: **30 hours**

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

- **User Story 1 (3.1) - “As a user, I want to move around the interactive map so that I can explore different areas and find games near me.” - 15 hours**
 - Estimated it would take 14 hours to complete
 - Story Points: 13
- **User Story 2 (3.2): “As a user, I want to click on game icons on the map so that I can view information about the ongoing games such as when the game ends and skill level.” - 20 hours**
 - Estimated it would take 12 hours to complete
 - Story Points: 13
- **User Story 3 (3.3): “As a user, I want to see a marker at the center of the map so that I can use it to create games at specific locations.” - 12 hours**
 - Estimated it would take 8 hours to complete
 - Story Points: 13

Sprint 3 Final Burnup Chart

