Sprint #3 Report
UCSC Bus Tracker
3/9/2020

Actions to stop doing:
- We didn't think there was anything we were doing that we should stop doing in order to improve our effectiveness. Instead, most of what we felt would help us improve were actions we should start doing.

Actions to start doing:
- The team should refactor existing code to make it more modular, readable and easier to modify.

Actions to keep doing:
- The team should keep working in separate branches so that we can each work on separate components of the game without interfering with each other.
- The team should continue to maintain clear communication on product features and availability.
- The team should keep integrating our work into one branch (after the work is done) so that we can start working towards our minimum viable product.
- The team should keep dividing user stories into more specific, descriptive tasks as a means of planning out and estimating work ahead of time.
- The team should continue to meet with the CE group.
- The team should continue updating and utilizing the testing checklist to ensure everything functions as expected.

Work completed:
- As a user, I want to know bus type and the direction it's going.
- As a user, I want to view an accurate ETA table for each bus stop.

Work not completed:
- As a user, I want to be able to switch between dark and light modes.
- As a student, I want to know how crowded buses are.

Work completion rate:
- User stories completed: 2
- Ideal work hours completed: 18
- Total days: 14
- User stories per/day: 0.14
- Ideal work hours per/day: 1.29
- Total User stories per/day across all sprints: 0.21
- Ideal work hours per/day across all sprints: 1.36