Sprint #1 Report
UCSC Bus Tracker
2/10/2020

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 start 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 start writing some formal code tests to ensure everything functions as expected.
- The team should start dividing user stories into more specific, descriptive tasks as a means of planning out and estimating work ahead of time.

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.

Work completed:
- As a student, I want to know the exact current location of the campus busses, so I can tell if one is coming.
- As a user, I want to know where I am relative to the bus stops, so I can figure out the best route to my destination.
- As a developer, I want to follow Scrum and have good documentation, so that I can develop the product efficiently.
- As a user, I want to refer to an accurate and detailed map.
- As a user, I want to be able to view a popup when I tap on a bus stop.

Work not completed:
- Everything was completed this sprint.

Work completion rate:
- User stories completed: 5
- Ideal work hours completed: 27
- Total days: 14
- User stories per/day: 0.36
- Ideal work hours per/day: 1.93

- Total User stories per/day across all sprints: 0.36
- Ideal work hours per/day across all sprints: 1.93