

Hardwin Bui
Nick Henderson
Ryan McCrory
Ryan Watkins
Kenneth Yang

Sprint 4 Report: Heads Up Poker

Team name: Team Tilted
Sprint 4 completion date: December 1st, 2019
Revision number 1
Revision date December 1st, 2019

Actions to stop doing:

- We should stop working separately on portions of code that requires a lot of structural organization since it's hard to keep everyone on the same page that way.

Actions to start doing:

- We probably need more non scrum meetings so we can work things out while we're next to each other since it's easier that way.

Actions to keep doing:

- Working on the CSE130 homework earlier and work on it faster. This isn't related to this class directly but it has significantly hindered our progress on this project, as a significant portion of our time was spent doing that homework instead.
- Making pull requests and asking other team members to verify our work before it's merged to master.
- Using Trello effectively and assigning specific tasks to people. We should keep completing tasks on time and communicating what we are working on and when.
- Specializing team members on certain aspects of the program has sped up development a bit.

Work completed/ not completed:

Completed:

- As a user, I want to be able to complete a game of poker against another player so that I can play a game.
- As a user I want to be able to determine the winner of a hand, and win or lose the pot.
- As a Developer, I want to be able to run an automated script to test the code

Not Completed:

- As a user I want to be able to play against another player online.

Work completion rate:

Total number of user stories completed during the prior sprint: 3

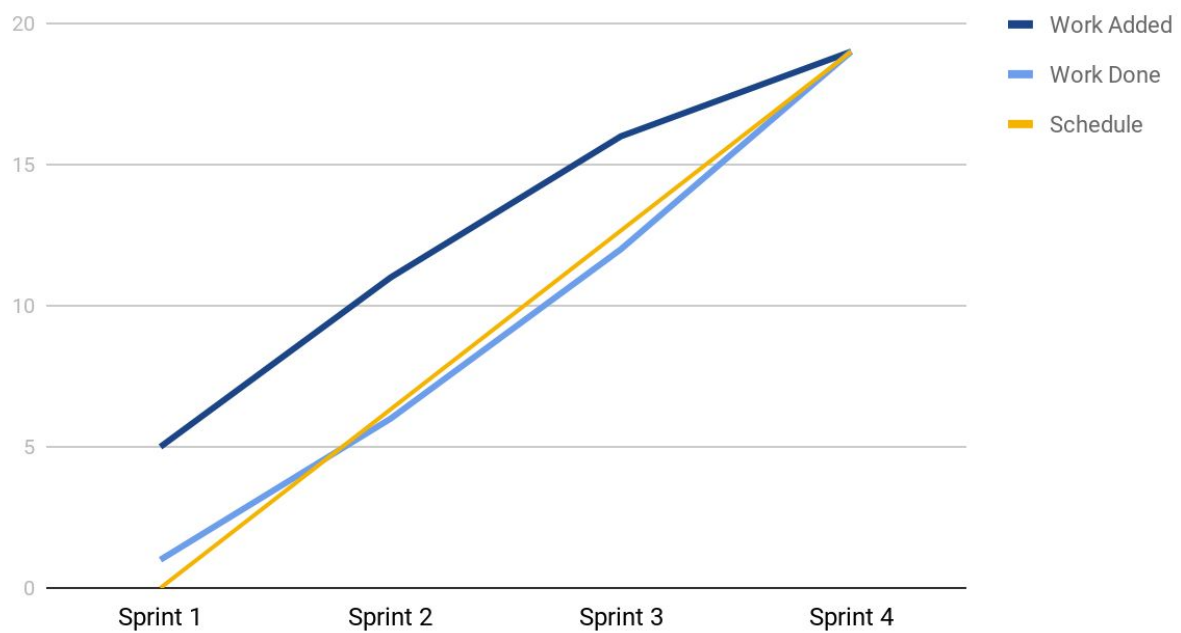
Total number of estimated ideal work hours completed during the prior sprint: 15 hours, 15 minutes

Total number of days during the prior sprint: 14

Average User Stories per day: 3/14

Average Ideal Work Hours per day: 1 per person

Burn Up



- We are finished with the release, and we achieved our minimum viable product