

Sprint 6 Report

Product Name: CruzSafe
Team Name: CruzSafe team
Sprint Start: Mon 04/22/19
Sprint End: Sun 05/5/19
Revision number: 01
Revision Date: 5/7/19

Retrospective:

<u>Start Doing</u>	<u>Stop Doing</u>	<u>Keep Doing</u>
<ul style="list-style-type: none">● Start assigning tasks with deadlines in mind● Showing off the application more● Focusing on functionality● Bugging the chief for tags and everything else● Prioritizing for releases (Beta and Final)	<ul style="list-style-type: none">● Adding so many tasks mid-sprint (causing us to go off task)● Having unrealistic expectations and overestimating● Excessive perfectionism● Prioritizing other classes● Staying up so late● Missing promises● “var” instead of “let”● “function() {}” instead of “() => {}”	<ul style="list-style-type: none">● Keep pushing the code on git● Refactoring code and making it readable● Having good team spirit● Following good programming practices

Work Completed/Not Completed

<u>Completed</u>	<u>Not Completed</u>
	<ol style="list-style-type: none">1) <i>As a mobile user, I want finalized functionality for the mobile app (and accurate wording) so that I can have a nice experience.</i>2) <i>As a web user, I want a workspace performs all of the functionality needed to create a proper workspace for me so that I can better do my job.</i>3) <i>As a developer, I want to prepare the app for release and create a logo, etc, as well as share the app with friends so that I can get ready for the alpha period next sprint.</i>4) <i>As a developer, I want to work on the presentation + poster so that I can sell my product.</i>

Work Completion Rate:

In this sprint, there was a total of 0 completed user stories and 4 uncompleted user stories. The total estimated ideal work hours completed ranged from 90-100 hours; an estimation that eventually rose to 120 hours. The sprint took place over the course of 2 weeks; 6 daily scrum meetings.

The end result was 62 hours of complete work and a 58 hour deficit. None of the attempted user stories were able to be completed and were subsequently moved to Sprint 7 in advance of the beta release.

The team has surveyed the reasons behind the performance of Sprint 6 and have concluded that excessive workload for other classes induced such a deficit. During the retrospective, many comments were made ensuring that the next sprint would not go in this fashion.

