Sprint 3 Report

Product Name: Share Yourself Artists
Team Name: SYA Team Flutter
Sprint Completion Date: 11/18/18

Actions to STOP doing
- The team should be more focused during development meetings

Actions to START doing
- The team needs to start merging code together to work on one app

Actions to KEEP doing
- The team did well with demos to our product owner
- The team did well with being flexible with the product owner's suggestions and requests to revisit stories
- The team did well with code reviews.

Work completed/not completed
- Completed:
    - **User Story 6:** As a developer, I would like to implement signing up for new users with our application (2)
    - **User Story 7:** As a user, I would like to have the app connected to the proper database(1)
- Not completed [1]:
    - **User Story 1**: As an artist, I would like to purchase credit through the mobile application in order to further promote my artwork. (5)[2]
    - **User Story 2:** As a business, I would like to receive credits. (3)[2]
    - **User Story 3:** As a business/artist, I would like to update my profile when necessary. (3)
    - **User Story 4:** As a user, I would like to have a dashboard where I can view my artworks and submit them to businesses. (3)
    - **User Story 5:** As an artist, I would like to update my credit balance after a submission. (2)[2]
    -

Work completion rate
Total number of user stories completed: 2
Total number of estimated ideal work hours:
       2 hours/day * 5 days/week * 2 weeks * 4 team members = 80 hours

---

1 A huge blocker for the whole team was our other classes.

2 The product owner and CEO requested we push back these stories in order to revise working code to new specs.

Total number of days during prior sprint: 14
Burn-up Chart:

Sprint 3 - Share Yourself Artists Team Flutter