



Sprint 1 Report

Product Name: Share Yourself Artists

Team Name: SYA Team Flutter

Sprint Completion Date: 10/21/18

Actions to STOP doing

- The team should stop overloading each sprint so that we can actually finish stories, since it would be better to balance out the workload through all sprints.
- The team should stop scheduling meets with our Product Owner that we cannot make, since it's ineffective usage of both their times.

Actions to START doing

- The team should write a more in-depth task set for each story so that the team know how much work needs to be put into each task.
- The team should start pushing code more often to the repository. This way, we have a better understanding of each other's work and progress.

Actions to KEEP doing

- The team should keep meeting up at the planned times. We were able to find a good amount of time to work together, so it would be best to keep working at these times.

Work completed/not completed

- Completed:
 - *User story 1:* As a developer, I want to familiarize myself with the basics of Dart, the Flutter SDK, and Firebase.
 - *User Story 2:* As a developer, I want to create barebone application with CRUD functionality to build off from.
- Not completed:
 - *User story 3:* As an artist, I would like to be able to use my account to sign into the mobile application.
 - *User story 4:* As an artist, I would like to be able to upload artwork.
 - *User story 5:* As an artist, I would like to be able to receive feedback from other users on my artwork.

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

Total number of days during prior sprint: 14



Burn-up Chart:

Sprint 1 - Share Yourself Artists Team Flutter

