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Sprint 3 Report
Twitch Giveaway Tracker
11/17/2019

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Actions to stop doing:

The actions we need to stop is trying to cram too many tasks into one sprint. There have been many times now when we decided to put a lot of tasks into one sprint which has lead to a large backlog of tasks that we need to get done. Also we could be better about deciding which tasks are more important. Many times tasks that are non essential were completed before the ones that need to be completed that sprint.

Actions to start doing:

The project is near completion so what the team should start doing is deciding on which parts of the project we should leave out due to time constraints and which ones we need to expedite in order to complete the project on time

Actions to keep doing:

As in the last sprint, the team has a good culture and everyone works well with each other. Everyone is completing tasks and communicating well. Everyone asks questions and are generally interested in the completion of the project on time.

Work completed/not completed:

Completed user stories:
- User Story 2: As a user, I want a better way to detect giveaways, so that the giveaway tracker is more accurate
- User Story 3: As a developer, I want all functions to work together so that we have a higher functionality

Unfinished user stories:
- User Story 1: As a user, I want more functionality, so I can enter more giveaways

Work completion rate:

Total number of user stories completed: 2
Total number of estimated ideal work hours completed: 35
Total number of days: 7
User stories/day: 0.28
Ideal work hours/day: 5
Average of user stories/day up to date: 0.28
Average of ideal work hours/day up to date: 3.77