

Weekly Progress Report (Week 1) Team 507

Sprint Review:

Status of the current sprint (leave empty for sprint 0)

Note: Use Item No. for non-user story work like infrastructure set-up.

User Story ID/ Item No.	Story Points	User Story Link	Owner	Status	Remarks
Typescript classes/interfaces overview and hw1 review for user stories and ui prototypes	<Estimate>	<->	All members	In- progress	

We did not have user stories for this week, see sprint planning below for user stories for the project moving forward.

Individual Contributions:

Please provide 1-2 sentences to describe the contributions of each team member during the past week.

Amaiya Brickhouse:

We met twice and worked on the initial idea for our spreadsheet. This included discussing the classes, interfaces and the general design of our application. In our second meeting we reviewed the feedback from HW1. We decided on which user stories and prototypes we could use for phase B.

Bianca Anne-Marie Ciorobea:

We met twice and worked on the initial idea for our spreadsheet. This included discussing the classes, interfaces and the general design of our application. In our second meeting we reviewed the feedback from HW1. We decided on which user stories and prototypes we could use for phase B.

Suhani Singhvi:

We met twice and worked on the initial idea for our spreadsheet. This included discussing the classes, interfaces and the general design of our application. In our second meeting we reviewed the feedback from HW1. We decided on which user stories and prototypes we could use for phase B.

James Peterson:

We met twice and worked on the initial idea for our spreadsheet. This included discussing the classes, interfaces and the general design of our application. In our second meeting we reviewed the feedback from HW1. We decided on which user stories and prototypes we could use for phase B.

We all worked on the project together and contributed the same amount this week.

Sprint Retrospective:

Please answer the below questions in 1-2 sentences (use more if something really went wrong).

What went well in the previous sprint? Team members met and communicated about project goals. We brainstormed together and created the base classes and interfaces for our program. We also discussed the additional features that we would like to implement and how we would like to work on future sprints.

What obstacles were encountered in the previous sprint?

We struggled a bit to find time to meet that fit everybody's schedule. We were waiting for feedback on our previous assignment so that we could make well formatted user stories and prototypes so that was a blocker for the team.

What can we improve in the next sprint?

For the next sprint, we could split the work and decide to either each have individual parts to work on or split into groups of two, in order to try pair programming as well. This way, when we all come together we can discuss the progress together and update the sprints and user stories accordingly.

Sprint Planning:

Plan for next sprint

User Story ID/ Item No.	Story Points	User Story Link	Owner	Status	Remarks
US00001	2 story points	no link yet	Not assigned	In- progress	
US00002	2 story points	no link yet	Not assigned	In- progress	
US00003	1 story points	no link yet	Not assigned	In- progress	

We are still finalizing user stories

US00001: Finalize the user stories and UI prototypes for phase B.

US00002: Create the 4 UML diagrams according to our desired implementation.

US00003: Finalize the typescript interfaces.

General Scrum/Agile related guidelines:

- Spend the initial sprint to capture the work you foresee from now until the end of the project and create placeholder User Stories (with status defined) or Items for them (assigning tentative estimates if possible). These should all be part of the Product Backlog.
- Lifecycle (status) of User Stories:
 - Defined: User story exists for work item but several details are missing and is not ready to start development. (Exists in the Product backlog)
 - Ready: User Story has all the details (estimate, acceptance criteria, etc.) filled in and there is sufficient detail to start development. (Exists in Product backlog and can be pulled into a sprint)

- In-progress: Some developer is working on the story (should have an explicit owner)
 - QAT (Quality Assurance Testing): (optional) Development complete and is being tested.
 - Complete: The development and testing for the story is complete and it is ready to demo.
 - Accepted: The demo is satisfactory and meets the acceptance criteria. Signifies successful implementation.
- User stories can move back and forth as part of development and testing.
 - You can have multiple stories as “Defined” in the Product backlog and you can fill in information and move them to “Ready” as you have more information.
 - However, a story must be “Ready” before you can include it in a sprint plan.