# Sprint 4 Burndown Chart

PP Sprint 4 ⌄
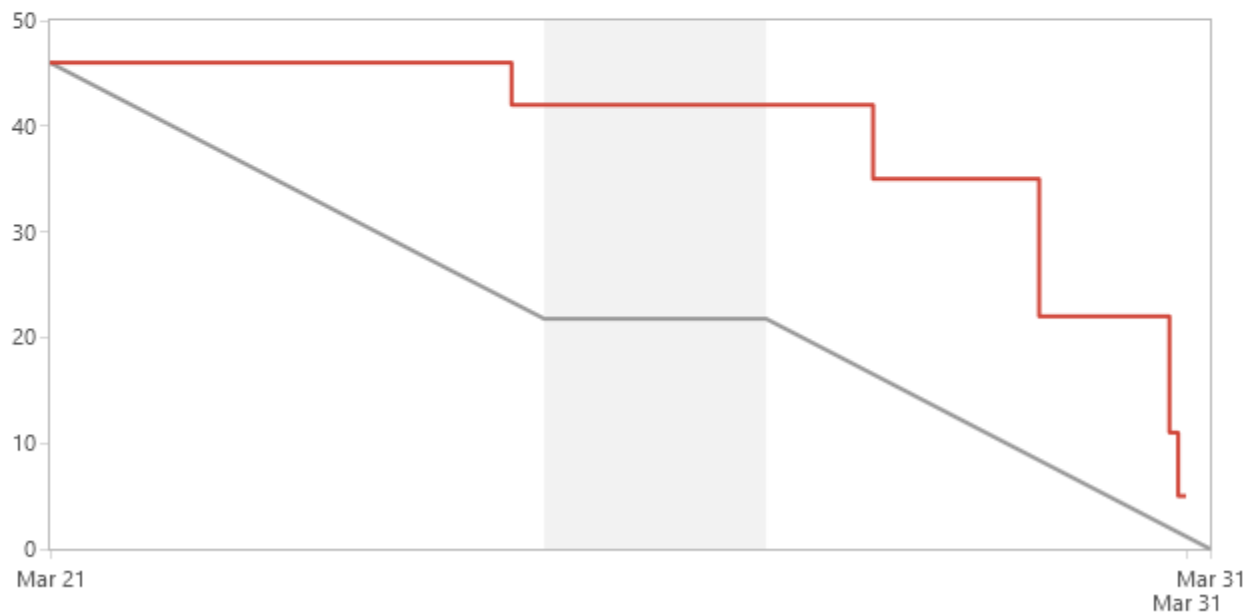
**COMPLETED**  Add widgets to the widget store, clean up some basic functionality and finish the dashboard.

**Details**  View linked pages

Started: 21/Mar/22 1:06 PM  by Jackson Joseph Hoogenboom  (planned – 21/Mar/22 12:31 PM)

Ended:  31/Mar/22 6:48 PM  by Suleiman Mirza        (planned – 31/Mar/22 11:59 PM)



**Status Report**

**Introduction**

Our Sprint 4 velocity was 46 points, the exact same as Sprint 3. However, 5 of the 6 user stories were completed, causing the number of completed story points to be 41. This is because the 6th one was an extra one tacked on to satisfy the requirement that all team members must complete at least 1 subtask (which was completed). However, the rest of the story could not be completed due to other course pressures. The team still had the required 5 fully completed, with 4 demo-able features ready to go. The group member that did the 6th one also created all the sprint documents and managed Jira to help balance the workload, as well as providing additional aid to PP-16 developers since it was a large ask as predicted. PP-93 was also the only one that was a developer story, and therefore not as significant as a priority as the other collaborative user stories. The big user story of this sprint was PP-16 which was enabling drag-and-drop feature of the widgets in the sidebar – a dynamic function that can handle more or less widgets in the panel as the user wishes. It was new functionality that took 3 developers to work on.

**Results**

As a result of starting Sprint 4 on time in comparison to Sprint 3, the team was able to have a much more staggered completion rate on the tasks. The delete projects functionality was successfully implemented early on by two developers on the Friday of the first week. Soon after the weekend the weather widget was also merged to development. The biggest merge issue was the drag-and-drop feature being merged into development after the Progress Forest widget was implemented. This was a live self-update widget unlike Do Not Disturb or the music one. However, it was still able to be successfully merged in.

Testing of development occurred Thursday night, this time scheduled between three team members since no one was busy fixing merge conflicts. Looking at the burndown chart, the rest of the user stories although completed early were just marked done a little later due to merge schedules, which was fine overall. A manageable workload this sprint meant a very enjoyable experience for everyone.

**Lessons Learned**

An important aspect about Sprint 4 was learning to communicate our individual merges very well as soon as a task was done. This helped ensure other developers pulled successfully the most recent version before starting work – which helped merging later on easier. Developers as a whole were actually able to successfully complete their respective tasks by Wednesday night of the second week, a whole 24 hours before due date for the first time among all sprints. Thursday had very minor merge issues that were resolved accordingly. This worked well as multiple group members posted messages on Tuesday night being open to help other members since everyone was on track.