It can be scary starting a group project, but I can confidently say that this first sprint went about as well as anybody could have hoped. Everybody accomplished significant work across the board and collaborated in not only an effective manner but also an incredibly friendly and cordial one. There has not been much frontend work as of yet (rightfully so, as that was not a goal for this sprint) but the backend has just about everything this group needs to be successful. I typically expect classmates to completely fumble group projects, but this group has exceeded every expectation I had.

Actions to stop doing:
I really do not have much to call out besides myself. I spilled water all over my personal laptop halfway through the sprint and lost all of the progress I had made on the frontend mockups. I hadn't uploaded anything to the cloud, and that needs to change going forward. Everyone needs to be sure to constantly be uploading everything to the cloud as well as keeping offline backups. We will be headed straight for disaster otherwise.

Actions to start doing:
Groupmates working on related tasks did an excellent job communicating with one another. However, they did not do much of that collaboration in our group's discord where the other group mates could have learned from those conversations. It is best to keep as much documentation in the open as possible, so we have created multiple new channels to facilitate that open collaboration.

Actions to keep doing:
From my introduction, it is probably expected what I have to report here: essentially keep doing everything the group has already done. Keep communicating, starting early, thoroughly tracking their process, providing feedback to one another, being active both in and outside of meetings, and working as one cohesive unit. I could go on and on, but I'll just shout out those few areas.

Work completed/not completed:
Every story was completed. The figma drafts were not as good as they could have been, but every other story and task was completed.

Completed work:
As a developer, I'd like drafts of the frontend to work off of. (I.e. figma drafts).
As a user, I want the app has a functionality that can save user data, so that data will be automatically displayed after user login.
As a player, I want to be able to check summoner information of mine and others easily from the app, so that I don't have to login to my League client to do so.

Incomplete work: N/A

Work completion rate:

Stories completed: 3
Total estimated ideal work hours: 30 hours
Total days: 14 days

Average user stories/day: 0.21 stories
Average ideal work hours/day: 2.14 hours