After the practice of the Scrum method and collaboration in the Sprint 1, we definitely gained the experience and worked more smoothly in the Sprint 2. Everybody processed fast so that we can easily find the place to ask questions and discuss any obstacles we had during the work. Everybody in this Sprint contributed significant works toward our goal. However, due to the success of Sprint 1, we underestimated the work we had during the Sprint 2 and assigned too many tasks to complete during this sprint. In the end, we did not reach our sprint plan goal and left out a few tasks for finishing.

Actions to stop doing: The major mistake we had during this sprint is assigned too much work for each of us to finish which results in the uncompleted tasks at the end. Therefore, starting from the Sprint 3, we want to slightly reduce the work hour expectation we had for each of us since we don't consider the time that we may have obstacles. Therefore we can have a better arrangement of our tasks and finish all plans on time.

Actions to start doing: For our previous standard meeting, we usually completed and updated the Scrum Board and Burn up chart after each meeting. However, TA told us that Scrum Master should stream the Scrum Board and Burnup chart during the meeting and update those two charts when others report their finished tasks. It can provide a more straightforward image to the team of how many tasks are needed to finish and how fast the group is working. It will allow the team to change the plan immediately according to the progress we had during the sprint.

Actions to keep doing: During this Sprint, we had a good communication between the team members that everyone asked for help and assistants without hesitations. In addition to that, we aren't afraid to point out others' mistakes and we also fix those mistakes immediately when pointed out by other team members. As a result of those, everyone is very effective at working. We should keep that style of communication for the rest of project

Completed work:
As a user, I want all the pages to be easy on the eyes and intuitive to access.
As a player, I want to have a visual indicator about my recent game status (change of winRate overtime), so that I can know if I am doing better or worse.

As a user, I want the basic features of the websites to be stable.

As a player, I would like my aggregate KDA to be computed and visualized.

Incomplete work:

Make recent matches analyze in the display area to display something related to their recent games.

Write unit tests to things that can be unit tested.

Visualize the KDA.

Work completion rate:

Stories completed: 4

Total number of estimated ideal work hours completed: 38

Total days: 14 days

Average user stories/day: 0.28 stories

Average ideal work hours/day: 2.71 hours