

## System and Unit Test Report 2

### Actions to stop doing:

- The team should stop not asking for help on parts they are unfamiliar with that a group member could help them on.
- The team should stop missing scrum meetings, as it makes progression and communication a lot harder to do.

### Actions to start doing:

- The team should communicate with each other more as to the goals of the project, as well as how they plan on reaching those goals.
- The team should start communicating with each other about how they are progressing in the scrum meetings by showing the team their work instead of mentioning it.

### Actions to keep doing:

- The team should continue to communicate what part of the project they are working on.

### Work completed/not completed:

#### Completed:

- User story (As an interviewee, I want to write and submit my code for interview questions on a website so that I don't need to worry about where I will code.)

#### Not completed:

- User story (As a programmer, I want my code to be tested when I press submit, so I can quickly see how my code ran on the website without having to learn about how it functions.)
- User story (As a programmer, I want to see how many test cases I passed when I ran my code, as well as how long it took me to submit a workable version to see where I can improve.)

## Work completion rate:

Total number of user stories completed during the prior sprint: 1

Total number of estimated ideal work hours completed during the prior sprint: 15

Total number of days during the prior sprint: 7

User stories/day:  $1/7$

Ideal work hours/day: 2.14

Total number of user stories completed: 3

Total number of estimated ideal work hours completed: 35

Total number of days: 14

Total user stories/day:  $3/14$

Total ideal work hours/day: 2.5