

System and Unit Test Report 3

Actions to stop doing:

- The team should stop waiting for deadlines to motivate us

Actions to start doing:

- The team should communicate with each other more as to how they can connect the pieces of the project together.
- The team should be more proactive in communication so that no one does work on their own.
- The team should communicate more when they need help with something instead of doing it on their own

Actions to keep doing:

- The team should continue to find times in which they can code together, as it makes progress much quicker.

Work completed/not completed:

Completed:

- User story (As a programmer, I want to be able to solve a problem on an online website, that way I have a location to practice for my coding interviews.)
- User story (As a future interviewee, I want to only have to press the submit button for my code to be tested so that I won't have to stress about whether or not I submitted my work.)

Not completed:

- User story (As a user, I want to be able to see a leaderboard where I can compare my speed with my other peers.)

Work completion rate:

- **Totals:**
 - Total number of user stories completed during the prior sprint: 2
 - Total number of estimated ideal work hours completed during the prior sprint: 40

- Total number of days during the prior sprint: 7
- **Daily stats:**
 - User stories/day: 2/7
 - Ideal work hours/day: 5.7
 - Total number of user stories completed: 5
 - Total number of estimated ideal work hours completed: 75
 - Total number of days: 21
 - Total user stories/day: 5/21
 - Total ideal work hours/day: 3.57