**Sprint Three Report - Slug Life - Dream Team**

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**Actions to stop doing:**

- Not effectively communicating

**Actions to start doing:**

* Keeping the trello board up to date
* Getting together more to motivate productivity

**Actions to keep doing:**

-Meeting three times a week for Scrum meetings

-Meeting with Jose Guzman (Product Owner)

-Updating Team Members with progress

Divide stories into more tasks to remove the dauntingness of large stories

**Work completed/not completed:**

**Completed user stories:**

- As a Developer, I want to fix the errors propagating in our development environment so I can be more productive

- As a User, I want to have a tab for each dining hall so that I can see pertinent information

- As a developer, I want to have GPS functionality, so that usage can be integrated.

- As a User I want separate dining hall pages be able so that I will be able to see how I am interacting with the app.

**Incompleted user stories:**

**-** Store votes in a database and also remove people after a set amount of time.

- Get Jose's database working [5]

- Link xCode app to Jose's server. [2]

**Work completion rate:**

Data Used to Compute Rates:

User Stories/Sprint: 4

Ideal Work Hours/Sprint: 76

Days/Sprint: 20

Rates and Average Rates for This Sprint:

User Stories/Day = 4/20 = .2

Ideal Work Hours/Day = 76/20 = 3.8

Average Rates:

User Stories/Day = 4/20 = 0.2

Ideal Work Hours/Day = 76/20 = 3.8