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

**October 19, 2016**

**Actions to stop doing:**

- Going off topic during SCRUM meetings or to in depth on certain details. Keep the scrum concise and 15 minutes

**Actions to start doing:**

-Use the “parking lot” instead of talking during meetings

-Communicate better. Between scrum, emails, and text the team is often unclear

-Work on making something we can be proud of

**Actions to keep doing:**

-Meeting three times a week for Scrum meetings

-Meeting with Jose Guzman (Product Owner)

**Work completed/not completed:**

**Completed user stories:**

-As a developer, I want to become confident working with SWIFT and the IOS platform so that we can effectively implement what we need without error

-As a developer, I want to set up and synchronize our development tools to avoid error and complications further into the development process

**Uncompleted user stories:**

**-** As a developer, I want to familiarize ourselves with the established code so that we can better understand what is required of us

-We were unable to get the previous code working, and with a team from the other class working to update the iOS code, meant that the current code was obsolete to begin with. Instead we decided to develop an independent app. This included other tasks (labelled logistics) which replaced:

- Compare iOS and Android code

- Identify incomplete or inconsistent documentation

**Work completion rate:**

Data Used to Compute Rates:

User Stories/Sprint: 2

Ideal Work Hours/Sprint: 21

Days/Sprint: 15

Rates and Average Rates for This Sprint:

User Stories/Day = 2/15 = 0.133

Ideal Work Hours/Day = 21/15 = 1.4

Average Rates: (since this is the first sprint, the average rates

are the same as the calculated rates)

User Stories/Day = 2/15 = 0.133

Ideal Work Hours/Day = 21/15 = 1.4

