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

**November 4, 2016**

**Actions to stop doing:**

- Troubleshooting tasks that are important but not urgent to the project

- Having tasks too dependent on Jose, as he is still manipulating the designs of the app which has set us back more than once so far

**Actions to start doing:**

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

**Actions to keep doing:**

-Meeting three times a week for Scrum meetings

-Meeting with Jose Guzman (Product Owner)

-Updating Team Members with progress

**Work completed/not completed:**

**Completed user stories:**

- As a developer, I want to investigate the feasibility and requirements of potentially desirable information for the info card so I can make the best use of development time

\*\*Implement UI for developer feedback

**Incompleted user stories:**

**-** As a student, I want to see on a map, an info card for each dining hall so I can make an educated choice on where I want to dine.

- Significant amendments were made to this user story. The UI story evolved from a product for users of the AP to a temporary UI for feedback for developers as the final UI is still under design

**Work completion rate:**

Data Used to Compute Rates:

User Stories/Sprint: 2

Ideal Work Hours/Sprint: 39

Days/Sprint: 16

Rates and Average Rates for This Sprint:

User Stories/Day = 2/16 = 0.125

Ideal Work Hours/Day = 37/16 = 2.3125

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

are the same as the calculated rates)

User Stories/Day = 1/16 = 0.0625

Ideal Work Hours/Day = 29/16 = 1.8125