

Pre-game phase



User Stories

38 User Stories have been defined together with their acceptance criteria for a total of 120 storypoints.



Conventions

We decided to develop the software in **Java**, using the **JavaFX** framework.



Architecture

The model view controller architectural pattern has been used.



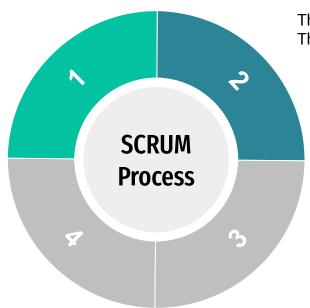
Tools

Setup of used tools (Trello, GitHub and Netbeans)

First Sprint

Sprint Velocity

The Sprint Velocity **estimated** was 18 story points (exactly **13** User Stories). The **completed** story points where 18.



Tasks completed

We were able to complete all the estimated User Stories. Then, we started to work on others.

Sprint retrospective

Stop doing

- Start working on new tasks before finishing the current ones

Less of

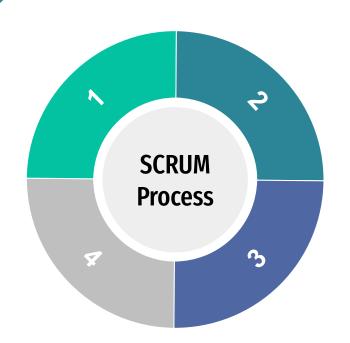
- Individual decisions without talking to each other

Keep doing

- Distribuite activities among team members
- Work planning

More of

- Communication among team members
- Time organization Individual work Using tools



Second Sprint

Sprint Velocity

The Sprint Velocity **estimated** was 28 story points (a total of **5** User Stories). The **completed** story points where 38.

Tasks completed

The team was able to **complete** the story points planned **ahead of time**. In this way, 18 story points have been added to the sprint backlog and, among these, **10** have been **completed**.

Sprint retrospective

Less of

- Individual decisions without talking to each other

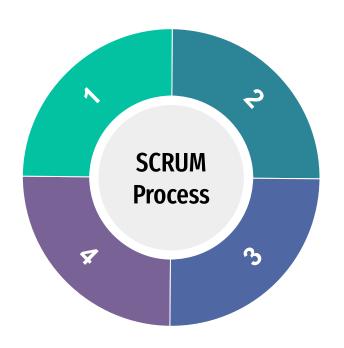
More of

- Communication among team members
- Time organization Individual work

Keep doing

- Using tools
- Work planning
- Distribute activieties among team members

Third Sprint



Sprint Velocity

The Sprint Velocity **estimated** was 41 story points (a total of **8** User Stories). The **completed** story points where 41.

Tasks completed

The team was able to complete the planned storypoints in time. However, a technical debt has been identified regarding one of the implemented functionalities (modification of user operations that contain other user operations).

Sprint retrospective

Less of

- Individual decisions without talking to each other

More of

- Communication among team members
- Time organization

Keep doing

- Using tools
- Work planning
- Distribute activieties among team members
- Individual work

Burndown Chart

