

Sprint 4 Report

Product: Planted!

Team Name: Planted!

12/02/19

Actions to stop doing

- Procrastinating until the last moment because waiting to implement important features results in decreased software/code quality
- Skipping scrum meetings because we want to know what all other team members are working on in order to not duplicate work

Actions to start doing

- Have all team members working on functionality rather than a couple so work is more evenly distributed and certain team members aren't overwhelmed with work
- Have all team members be full-stack so functionality is done faster and UI can come afterward (it has less priority)

Actions to keep doing

- Work on adding more functionality to tracking plant events and reminders so that the application can be used by advanced plant care-takers
- Coordinating with each other on who is completing what tasks so the team can progress on user stories more quickly
- Reviewing each other's code so code quality can be maximized

Work completed/not completed

- Completed
 - As a basic user, I want to be able to keep track of the last time I watered so that I don't overwater (root rot)
 - As a basic user, I want to be able to be reminded to water so that I don't underwater
 - Creating an 'add notification' feature
 - Pushing notifications to the user
- Not completed
 - Creating a feature that keeps track of the last time you watered
 - Creating a feature that keeps track of the last time you fertilized
 - Creating a feature that allows the user to confirm whether or not they watered
 - Automatically generate notifications if user confirms they didn't water a plant

Work completion rate

- Total user stories completed: 2
- Total estimated ideal work hours completed: 30
- Total number of days: 12
- User stories/day: 0.17

- Ideal work hours/day: 6

Planted! Sprint 4 Burn Up

