

GameShare Sprint 3 Report

GameShare Team

11/19/2017

Actions to Stop Doing

1. We should stop discussing implementation details and problem-solving during the Scrum meetings, to stay focused on practicing Scrum principles.
2. We should stop focusing on extra features and finish given tasks to reflect progress at Scrum meetings.

Actions to Start Doing

1. We should start breaking up user stories more since we tend to put two tasks into one and that makes it hard to distinguish done tasks.
2. We should start adding additional comments to our code so that it's easier to read and organize.
3. Each member should start putting aside time to work on their given tasks. When there's a lot going on outside of the project, we should still be able to make some time to work on the tasks we are assigned.

Actions to Keep Doing

1. We should keep spending additional time after Scrum meetings to work together on code and structure.
2. We should keep using ESLint to keep our code style consistent and organized.

Work Completed

1. User Story 2: User account and login.
2. User Story 3: Game Directory.
3. User Story 4: database setup.

Work Not Completed

1. User Story 1: User scores and username.
2. User Story 5: Game Textures.

Work Completion Rate

User Stories Completed: 3

Ideal Work Hours Completed: 9.5

Days in the Sprint: 14 days

User Stories per Day (this sprint): 0.29

Ideal Work Hours per Day (this sprint): 1.39

Average User Stories per Day (all sprints): 0.333

Average Ideal Work Hours per Day (all sprints): 1.26

Burnup Chart

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