

# GameShare Sprint 2 Report

GameShare Team

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## 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 try to reduce the instability in our project's file directory to ease merges and other collaborative efforts.

## Actions to Start Doing

1. We should start planning our user stories more thoroughly in order to create better prioritization lists and avoid bottlenecked development, because some of our user stories required more pre-existing infrastructure than we had initially allotted time for.
2. We should start considering our work-hour estimates more carefully in order to improve the accuracy of our sprint planning, since some of our work took significantly longer than expected.

## Actions to Keep Doing

1. We should keep meeting outside of the daily Scrum to collaborate on development tasks, especially immediately after the Scrum meeting, as this has resulted in some of our most productive development times.

## Work Completed

1. User Story 1: simple game editor.
2. User Story 2: projectile rules.
3. User Story 3: game publishing.
4. User Story 4: database setup.

## Work Not Completed

1. User Story 5: game interfaces.
2. User Story 6: rule defining.

## Work Completion Rate

**User Stories Completed: 4**

**Ideal Work Hours Completed: 24**

**Days in the Sprint: 14 days**

**User Stories per Day (this sprint): 0.29**

**Ideal Work Hours per Day (this sprint): 1.71**

**Average User Stories per Day (all sprints): 0.395**

**Average Ideal Work Hours per Day (all sprints): 1.55**

Burnup Chart

Burnup Chart

