Sprint 1 Report Share Yourself Artists Web Team 02/03/19

Actions to Stop Doing

We should be on time to TA meetings and SCRUM meetings, although for the most part every body makes it there, so this is a minor problem. During the meetings, we may not have a strict agenda to follow so we may go off topic and not efficiently use our meeting times.

Actions to Start Doing

For this sprint, we purposely assigned simple tasks so that everybody can get familiar with the code base. Thus, for this next week, we have to assign ourselves tasks that are more difficult relative to the first sprint. We also have to create the burn-up chart, which we have not done yet. We are also not testing our functions towards the end of our sprint which we really need in order to make the code production level ready. We probably should make an effort to make some comments to code so when others use it they are not completely lost on the functionality of it. We also need to create a git repo for our team.

Actions to Keep Doing

Update user stories and plans. We have been communicating extremely well. First, we established slack as our main method of communication where all members and Scott participate in and the chat is active daily. If we keep this up, our communication will be right where we want it. Also, we are doing very well with coordinating extra meeting times as everyone seems to be able to work with the proposed times, thus we should continue these group meeting times where we can code together and discuss further plans. We continually have been linking each other helpful resources, in order for us to learn the necessary skills cohesively.

Work completed/not completed

Completed:

- Images can now be previewed before being uploaded by users

- The chat system now has a more accurate time format displayed as well as the styling to view different past time dates is more organized
- Contact us link now provides a support email address
- Users are now correctly routed to the proper page when they submit a piece of art
- The different types of credits a user currently has is now displayed on the profile page
- Developers are more familiar with the codebase and the technologies used.
- Updating all artists free_credits needs further testing but is very close to being finished.

Work completion rate

The total number of user stories completed during the prior sprint was 6. As a team, we spent 40 ideal hours working on our tasks. In total, we spent our time working on our tasks across 6 days. We completed around a user story a day and worked on average 6.66 hours a day. Our cumulative progress has been 40 hours over the course of 6 days, which comes out to 6.66 hours per day.