Actions to stop doing: As a team we decided to stop overloading tasks so that we aren’t doing too many things at once. We did a better job of this during sprint 2 compared to sprint 1, but we can still make improvements in this area. The team should also stop having scrum meetings go over the time box, we have also been improving on this but every once in a while we go over our scrum meeting time. We agree as a team that our work is going well and we don’t have too many issues regarding the project that we need to stop doing.

Actions to start doing: The team should communicate more outside of meeting and class time. Since we only have 3 SCRUM meetings a week and 4 day gap in between, we should still communicate with the team on off-days with our progress on the tasks and for any issues that arise. The team should start committing code more often. It would help all the other members get caught up on the project instead of waiting for that task to be done since a lot of the tasks are dependent on each other. As a team, we should start incorporating Covey’s quadrant so we can have an easier time identifying which tasks are urgent/important, and not urgent/important, and work on these tasks first. Our team should also start having a more in depth sprint retrospectives so that we can make future sprints more productive.

Actions to keep doing: As a team, we should keep discussing what our end goals are for the project so that we continue to move toward the same vision. As a team we should keep attending SCRUM meetings and keep on topic. Our team should also keep our current attitudes toward the project, since we are all excited about the project and gaining experience working together. The team should keep encouraging each member to complete their tasks and show appreciation for our work, this would make members feel good about the work they have accomplished and would increase our productivity because we feel that we have contributed a lot. As a team would should also keep explaining in detail what we accomplished in our tasks so that everyone knows how other people’s work operates. As a team we should keep collaborating on ideas for all the user stories, reports, tasks, etc. so that everyone can have input and no one feels like they can’t share their ideas. As a team, we should continue to identify SCRUM “smells” so that we can fix small problems as they arise and prevent them from becoming big problems.

Work completed/not completed: We were able to complete five of the user stories. These user stories are “As a developer, I need the Youtube API implemented so that I can have a video player”, “As a user, I want a home page so I can navigate through the website”, “As a developer, I want a skeleton of the website available for simple navigation”, “As a user, I want to search songs so that I can listen to them”, “As a user, I want a room page so that I can have my own playlist”.

Sprint 2 Report
GroupAux
JukeBox Team
February 21, 2018
We were not able to complete two of the user stories: “As a user, I want to be able to add songs to a list so that it will play next”, “As a manager, I want to be able to control the sound output so that no one else can control the playlist”.

**Work completion rate:**

The total number of user stories we completed during this sprint is five. The total number of estimated ideal work hours we completed during this sprint is 50. This sprint was a total of fourteen days long. Our user stories per day was 5/14, or 0.4 user stories per day. Our ideal work hours per day for this sprint was 50/14, or 3.5 hours per day. Between sprints 1 and 2, our average user stories per day was 5/24, or 0.2 user stories per day over the two sprints combined. Across sprint 1 and 2, our ideal work hours per day was 105/24, or 4.4 hours per day.

**Burnup Chart:**