# Iteration Review Meeting

After going through Iteration 1, we found that if the team was to make further improvements and become better in the sprint, it had to be successfully reviewed during the sprint's planning. Teams need to do more than plan but foster a clear culture of how work is delivered and what it means to be “done.” Only more effective improvement and enhancement of skills and productivity can bring a clear process and development culture to each work item of the team. This ensures that it works optimally for our team.

The product owner (team leader), recorder, and developer must clearly define the user story before implementation. Everyone on the team understands and implements each of the team's tasks. Clear definitions and requirements around product backlog, sprint in development and sprint in testing to encourage sustainable agile development.

After a team completes a story, many mistakes can occur. In other words, "done" doesn't really mean "done". The team's culture around quality and completion should go beyond every user story, engineering work item, and bug. This culture reflects how teams’ approach and deliver software.

"Done" is defined on each work item.

A clear definition of "done" helps the team focus on the end goal of each work item. Defining acceptance criteria is a critical part of the process when the product leader (team leader) adds work to the team's backlog. Jingpeng is very serious and responsible in this regard. On our team, we keep track of acceptance criteria and test descriptions against other user stories provided by everyone. This way, the entire team has a clear view of the success of each issue.

Acceptance Criteria: Metrics that the Product Owner uses to confirm that the implementation of the story is satisfactory to him or her.

Test Instructions: Short, focused guidance from the Quality Assistance team that enables development engineers to write better functional code and automated tests.

Clearly defining the problem during implementation allows everyone to succeed.

In our group, one of our core values ​​is "teamwork". Sprint reviews are a great time to celebrate what the team and everyone has accomplished in the iteration. We usually have weekly meetings on Wednesday afternoons. As a best practice, we spend anywhere from 30 minutes to an hour (even sometimes two hours) in each iteration of the meeting.

Sprint reviews are all about team building. The review is not adversarial, nor is it an exam - it is a collaborative activity of the whole team where we demonstrate our work, ask questions and get feedback.

If reviewing does not become an active activity for the entire team, it may indicate:

1. A member of the team took on too much work and did not complete his task during the iteration.

2. Not sustainably developing features to ensure new bugs are not introduced into the codebase

3. The team’s development practices are not being adjusted as they should

4. The product owner makes mistakes in the iteration or doesn't change the priorities to agree, and the development team is marginalized by scope creep.

Teams sometimes have difficult iterations. We take the time to understand and review the reasons for the changes in the team iteration and develop a plan to address the issues in the next sprint.

Although our other courses and free time vary from person to person, the weekly regular online meeting keeps everyone up to date with the latest development progress. Demonstration by the developer himself can strengthen the team in two ways:

Product Understanding: The entire team can hear the intent, rationale, and implementation of the feature. It broadens everyone's understanding of the entire product.

Team Building: Videos create more personal connections across the team. The bridges this practice creates make us a tighter, more cohesive group, albeit geographically.