



DeepSee C01 Group 6 Sprint Retrospective:

What was completed:

- We have a solid foundation in our design and conceptualization of the product
- We completed a minimal viable product (MVP), so the launcher is currently viable for basic needs

What went well:

- Our design is extensible and modular
- Successfully navigated a difficult period for the team in terms of time management (team had midterms and other projects due during the sprint)

What went poorly:

- Difficulty for individual team members' schedules adversely affected team cohesion at meetings, despite countermeasures.
- Had to change Scrum Master because of time constraints (Angel did not have enough time, and Alex had more time available to be Scrum Master)
- Work on implementation was slow as a result of extended research periods
- Some team members were not intimately familiar with the android ecosystem, creating slowdowns
- Certain features have hit roadblocks in the form of feasibility with regard to Android permissioning (e.g. emergency call screen)
- Certain estimations of difficulty on the backlog were proven incorrect as a result of the previous points among others
- Team failed to properly coordinate version control and largely worked locally

What to improve and next steps:

- Team generally agrees that we started late for sprint 1 and we aim to start early for sprint 2
- The team has a better understanding of how to coordinate version control and we aim to apply it for sprint 2
- Since a bulk of sprint 1 was spent on researching and conceptualizing the product, we now have a good understanding of what needs to be done and can work more productively and efficiently for sprint 2.

- Team was briefed on android ecosystem and can now work efficiently and cohesively for sprint 2