

Sprint Retrospective - Sprint One - CSCC01 Group One

What Went Well?

During this sprint, our team witnessed a significant improvement in the completion of user stories compared to the previous sprint. This was mostly because of a lighter assignment load, daily meetings, and consistent communication between team members. Despite facing challenges like term tests at both the beginning and end of the sprint, we managed to maintain a decent pace of progress. We nearly accomplished all the base functionalities of the application, with only a few elements left unfinished.

We created a basic test suite and Continuous Integration/Continuous Deployment pipeline which proved to be very useful in increasing our overall development efficiency. These setups were able to reduce the time required to validate changes in the backend and deploy them into the system.

What Didn't Go Well?

- Completion of stories could be a bit more evenly distributed, instead of being in short bursts.
- Some tasks were not specific enough and would overlap other tasks resulting in duplicate code
- There were some issues with merge conflicts, which were eventually solved.

What Did We Learn?

- Should try to work on stories more throughout the week rather than waiting for end of sprint to tackle them
- When writing tasks and user stories we should ensure that each story is small, independent, and unique enough so that they do not cause much overlap and redundant code