

**IFB299 Sprint Retrospective**  
**Queensland University of Technology**  
**Semester 1, 2018**  
**Pink Spoon, Team 15**



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**Tutor:** Andrew Carr

**BitBucket:** <https://bitbucket.org/ifb299group15/>

Team Member	Student Number	Role
Emily-Jane Deering	n9722351	Product owner
James Uprichard	n10077596	Developer
Michael Bell	n9487921	Developer
John Santias	n9983244	Scrum master

## John Santias

The team was able to capture a sense of purpose throughout sprint one. With regular team meetings every two days, everyone was able to communicate with each other and explain their progress and difficulties. Communication was the key to capturing a sense of shared purpose. Communication within the team was essential to the management and development of the music app project. However, the group misunderstood each other. Sometimes the group members were not on the same page and did not know about the decisions made or the progress of the website. Miscommunication and misunderstanding did leave a few members doing the same task. The reason for this to happen was because sometimes we would have a missing team member or two during a meeting. During sprint 1, we announced meetings on a very short notice, about 24 hours. This did cause a few members to miss out before of other commitments. Next time, to prevent members from missing out on the meetings, we will need to gather everyone's available times for the following two weeks and announce meetings a week earlier. Another option is split meetings, where there will be an earlier one on one meeting with the person unavailable and will have to record as much as possible to pass on to the other group members.

The team developed a sense of trust and confidence between each member throughout sprint one. This was found when a task was complete, the group increasingly grew its the confidence and trust in each other. This also motivated the team to be determined to complete tasks. What we didn't do well was assigning tasks not matching the member's skills or experience. We noticed that each member did not exactly have the same experience as easy tasks were completed by developers with more experience leaving the ones with lesser experience to work on the harder tasks. Harder tasks were more time consuming which did require two people to work on. If the tasks' difficulty matched a member's confidence, then maybe we would have completed all the user stories and tasks by the end of sprint 1. Next time, we will have to give the right task to almost matching the member's skills and experience. That way, we can complete tasks earlier and in a timely manner.

## **Emily-Jane Deering**

Overall our team worked extremely well together considering our varied schedules and heavy workload. We were able to have at least two meetings per week for almost every week. Usually we would have one in person and the other online. Online meetings worked well for us as we were rarely all at university at the same time, unless it was in our allocated workshop. The length of these meetings was dependant on what we had coming up or what needed discussing. These meetings in some cases went for hours, however the whole team was co-operative and all in agreeance that the lengthy meeting minutes were necessary to complete our assessment to that of a high standard. We were all in constant communication, keeping each other accountable and lending a hand where possible if someone was having difficulties. All concerns were addressed ahead of time so as not to cause any issues later in our “sprint” as later in the sprint is when we would have less time to figure out a solution to our issue. When designing mock-ups and user interface I was very set on the whole team is aware of the design decisions that were made. Therefore, when some of the back-end codings was causing the team frustration they could focus on what their coding would later become at the end of both the sprints to take away some of that frustration and make it that little bit more worthwhile.

Trello was a great resource for us as a team as it allowed us to all share what work we had done at each point of the sprint. This created a sense of trust and confidence in each other as both individuals and as a team. Being able to see that the work was, in fact, being done by all members and that we were all committed to the project as a whole was a great reassurance and kept us all motivated to ensure we didn't let the rest of our team down. The team always remained positive and whilst in constant communication each and every member was always congratulating one another on completing a task or successfully fixing an error or issue. I felt very comfortable with all members of my group and if I could not grasp a concept or needed to gain a greater understanding there was always someone more than willing to assist me with that. Each of us had slightly differing degrees or life experience in terms of our studies so it provided our project with varying points of views and discussion points when making decisions throughout the process.

## **Michael Bell**

Throughout sprint one our team has effectively maintained a sense of shared purpose. This was achieved through regular scrum meetings (2-3 per week) which allowed all members to express their concerns and stay up to date with where we were on the project timeline. One area where we perhaps did not do so well was in the number of stories assigned to sprint 1. I believe we underestimated the time some of the user stories would take to implement which resulted in our team often feeling overwhelmed when reflecting on the amount of work remaining. To try to avoid this on future sprints I believe our team should be more conservative when assigning tasks to the sprint and to work on them more consistently over a longer period of time rather than try rush through them as the deadline approaches.

A sense of shared trust and confidence among team members was developed throughout sprint one. This trust and confidence were developed from members regularly presenting what they have been working on and achieved at each of the meetings. Perhaps what was not so well done was ensuring all members had a strong understanding of all aspects of the implementation. To further enhance this confidence and trust between members a greater focus needs to apply on multiple members collaborating on the same user stories in future sprints. This would allow members to have a greater understanding of more aspects of the solution and thus how the project comes together as a whole.

**James Uprichard**

As a member of the development team, I believe each member has added strength to the development of the project through coding the website and the creation of documents. With 3 CS (Computer Science) students and one IS (Information System) student we have been able to spread the development and project management sides of the project appropriately for the best possible performance.

Time management is the main issue to improve the performance we provide as a team. Also, now our team has learned the time involved in creating web pages and web processes with the Django framework I believe as a team we will be able to allocate time per story more adequate to improve overall performance.

A team meeting was difficult to get all members to attend more than once a week whether it was work or other commitments that clashed between team members. Having in-person meeting was something our group was unable to do sufficiently.