**IFB299 Sprint 2 Retrospective**

**Queensland University of Technology**

**Semester 1, 2018**

**Pink Spoon, Team 15**



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

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| 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 two. The team was able to have meetings every two days to update each other on the progress of the assigned tasks. Learning from sprint 1, communication was the key to capturing the sense of shared purpose and we continued it throughout sprint 2. Communication was very essential to the development and the management of the project. The team was also able to develop a sense of trust and confidence among members. This was found by assigning the tasks matching the member’s skills. Learning from sprint 1, we assigned tasks not matching the skill set or experience of the member. This caused the member to spend too much time on the task and pushing two stories to the second release. Learning from these mistakes, we were able to work better as a team and trust each member with confidence to complete the tasks in a timely manner.

What we did not do well was pushing code into the Bitbucket repository. This is because each time a member pushed to the repository it would merge with some files, sometimes overwriting few lines of a file. This would later force a member to redo the work that they have done. Even so, it would create errors on the server. Next time, we should warn each other before pushing to the repository, that way we can organise our code and not lose anything.

**Emily-Jane Deering**

**Michael Bell**

Throughout the second sprint our team has worked well to encourage each other in various aspects of the project. Through maintaining our regular meetings in the second sprint all team members have been up to date and actively involved in different areas of the project. Team members who have not previously been heavily involved in programming tasks are now becoming more confident in their contributions to this area. This improved collaboration created a greater sense of shared purpose between the team members. Perhaps an area we did not perform so well in is the preparation for the sprint. This lack of preparation resulted in some confusion about the tasks that were still remaining and how best to complete them. In future sprints the overall performance could be greatly improved by prior planning and preparation.

To maintain a sense of trust and confidence between team members, extra one on one meetings where held whenever a whole team meeting was not possible. These types of meetings allowed for greater productivity in more technical areas of the project development. One on one meetings allowed for activities such as pair programming to complete more difficult tasks. Perhaps what we did not do so well is plan out meetings early enough so that all members could attend. To improve this in future sprints greater communication needs to be made between members on their availabilities and meetings need to be planned earlier to ensure all members can attend.

**James Uprichard**

Learning from the mistakes made in sprint 1, the team was able to progress beyond all the targets set in sprint 2 & 3. Having finished the project with one week to spare I believe that our teamwork and time management has been the things we as a team have done well. In the first retrospective, we put time management as something the team needed to improve on in this sprint. To come up with something to improve on for the next sprint is more communication or clarification with the scrum master. The team was able to meet up to update each other on their own progress but there were times some members would get confused and lost as to what was happening. Reason for this is that some members would not listen when a scrum master was talking directly to just one person. Most of the meetings were online, but next time we should try to get everyone’s attention, make sure to get the scrum master to ask each member to recap the meeting or even put the webcam on.

What we didn’t do well throughout sprint two was getting the meeting minutes up as soon as the meeting was finished. Within our meeting minute documents, there were tasks listed for our team and details about the discussion. By not having the document, the members couldn’t check what was to be done nor remind their selves what to do.