

Major Milestone 2 Sprint Retro Notes

Team: P04-09

Sprint: 2
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1. Things That Went Well

The end product was up to standard and all user stories that were aimed for at the start of the spring were achieved. Some additional user stories were also completed, indicating a good judgement in how much work we could achieve, setting us up well for the rest of the project. A further achievement that the team was happy with was the unit testing, with a wide coverage of successful tests indicating a high-quality product for this sprint.

2. Things That Could Have Gone Better

One key aspect that could have gone better was communication regarding the management of branches and merges in git. Some aspects of our work were not as well coordinated as they could have been, leading to some confusion and frustration in dealing with merge conflicts and difficulties with the multiple branches all being developed at once. Further, aspects of the system architecture should have been defined earlier in the sprint, which would have reduced the workload associated with refactoring aspects of the code.

3. Things That Surprised Us

One surprising aspect of Sprint 2 was the level of progression that Sprint 2 would yield. A vast number of the overall features have been implemented by this sprint, and whilst they will be improved upon and built upon over the course of Sprint 3, it is still somewhat of a surprise how far along this sprint leaves us. A further surprise was the difficulty in dealing with data storage. The ability to easily share a MySQL database for testing was more challenging than expected

4. Lessons Learned

- Early coordination of technical aspects and set-up is important in each sprint, not just sprint 0 and sprint 1.
- Communication in development progress prevents clashes in git.
- Decide on key structural and architectural planning aspects as early as possible in order to prevent time spent refactoring.

5. Final Thoughts

Sprint 2 was definitely a success, in which lots of progress was made in the development of the product. This progress places the group on the right track to complete all features ahead of schedule, greatly reducing the stress and ideally leading to a high-quality final product.

In order to improve, certain aspects of the project must be completed earlier in the development process. Sprint 2 had a majority of work done in the back half of the sprint, which should not be the case for sprint 3. This will be even more vital as the workload increases.