

Sprint 4 Retrospective 2018.04.20 - 2018.04.27

What did we learn?

1. Technical and technological aspect
 - (a) Its difficult to integrate hardware/software
2. Process issues
 - (a) Deviation in shared vision between development teams, in regards to requirements.
 - (b) A lot of communication and testing is required to ensure platooning with the other team/car, the amount could have been reduced by doing so incrementally since the start of the project
 - (c) Had a number of dependencies that interconnect with each other. For example to test platooning, the V2V protocol had to work, for the protocol to work the WiFi had work (etc)
3. Documentation related matters
 - (a) Most of the sprint was spent on testing platooning, so no new documentation lessons were learnt

What worked well during this sprint?

1. The communication between team members was good, and the level of dedication and willingness to work together.

What went wrong/poorly this sprint?

1. Having effective meetings with the other team trying to get the following to work, caused by hardware issues
2. Knowledge sharing

What can be improved during the next sprint?

1. Sprint planning

2. Code quality
3. Daily standups were lost during this sprint. Try to keep them even though theres crunchtime goin on
4. We could have smaller user stories and more knowledge sharing within the group so that anyone could join any stories when their own is done

Was this sprint affected by unavailability of any members?

No, the team met every day