

Sprint 3 Retrospective 13.04.2018 - 20.04.2018

What did we learn?

1. Technical and technological aspect
 - (a) Browser-based SVG animations
 - (b) Cluon time triggers
 - (c) Docker
 - (d) Sensor fusion, and using a complementary filter
2. Process issues
 - (a) Need more people on documentation (Particularly on SAD)
 - (b) Pull request not being requested for long time
3. Documentation related matters
 - (a) Longtables, list and graphics in LaTeX

What worked well during this sprint?

1. Meeting times not too long
2. People showing up on time, not missing meetings
3. Improved the project shared vision amongst group members, when working together
4. Pair programming sessions, in terms of solving issues

What went wrong/poorly this sprint?

1. Different IMU (V2V) interpretations, when talking to other teams
2. Integrating software with hardware took a long time

What can be improved during the next sprint?

1. Could have more knowledge acquisition, to understand what your teammates have researched
2. Establish a shared vision (sprint planning, acceptance criteria) of respective task before starting to implement such
3. V2V communication with other teams
4. Code review, to improve understanding of everyones code

Was this sprint affected by unavailability of any members?

No