Sprint Retrospective

Team 2

(LEwis Davie | Andrew Davis | Tristan Haley | Artur Popov | Matt Malone | Lewis Boyden)

2016

# **Positive Points**

* Scrums occurred daily without fail, and largely maintained full attendance. We kept the scrum short, and concise – though sometimes followed it up with an actual meeting to discuss design / progress points.
* We had very successful pre-planning phases, highlighting what needed done, who would do it, and how it would be done.
* We made thorough use of Trello, highlighting tasks to be completed, and tagging members into them so they would know what was to be done.

# **Negative Points**

* Communication in our team somewhat broke down half-way through the spring, with some pairs becoming cut off with the group. While this was partially resolved on the final two days, it ‘caused issues for the sprint.
* There was an issue with assignment allocation – certain tasks were not being completed by certain members. This reduced the efficiency of a large section of our team, and would require working on.
* Foresight of certain aspects of our sprint that took us by surprise due to lack of experience in developing an android app for this environment (connecting to a database via VPN, web access, etc.). This resulted in unexpected spikes, and delays in our productivity

# **Changes Made**

* We pressed the point of team communication, and implemented frequent progress updates from all members so that the team would be more cohesive. These changes were fully followed, and resulted in a significantly more informed, and productive team.
* We re-allocated certain team members to different task-groups to increase their / the tasks productivity. This allowed us to better tackle the more complex tasks, and improve our overall productivity.
* Having overcome the hurdle from the first sprint that caused us so much delay (the API to allow the mobile devices to connect to the server), we had an easier time in the second sprint, and were able to concentrate our efforts more on raw functionality. Having said that, we were also more prepared for any eventual spikes, and made efforts to allocate more time to potentially more problematic user stories.