Team Deadpool Retrospective - Sprint 1

Bruno - I volunteered to be scrum master, but it seemed like all the points we discussed in the meeting couldn’t be handled in 10 minutes or less. Our points were a little low because started our sprint a little late, we didn’t have our first meeting until the start of the second week of the sprint, but we were able to do a comprehensive first pass of user stories and tech debts to position ourselves into a good place for the second sprint. The extra week to work on the project would’ve let us have a better grasp on the process, but overall it was very good.

Nick - We spoke about things we wanted to do in an unofficial capacity, we didn’t officially meet until the halfway point of the sprint, but the meeting was very productive with a good target velocity. There was quite a bit of discussion needed for each user story since I was the only one on the team that had any js experience, but after explaining how difficult or simple some aspects would be, we started settling on good complexities for each user story. If I were to do it differently, I would’ve had the team meet at least a few days sooner or made the unofficial plans more concrete.

Bunrith Seng - The sprint was good. We had a very productive meeting where we got many user stories and assigned complexity to them. We knew that we were behind so we started meeting on Thursdays after class to catch up, sometimes we met on Tuesdays too if we had the time. I had a hard time testing the functions until we sat down and looked at the process together, I was able to test almost all of the user stories programmed this sprint.

William - The team got started a little later then expected due to time conflicts for everyone in order to meet. Because of the late start I asked for help from the team to write the initial tech debts, also with not having JavaScript experience their input was welcomed. The team really came together and was very supportive of each other which allowed for constructive conversation. This led to our team not only finishing the initial requirements for the server but allowed for us to discuss additional features. Had it been possible I would have liked to have more velocity in our first sprint so that our second sprint could be focused more on additional features to enhance our project.

Scott - I feel good about this first sprint. Our first meeting was incredibly productive, we created every single required user story and tech debt, and assigned points to them. With the time we had left over, we were able to finalize most of the user stories for features to implement them when the time came. During the retrospective the team agreed that we should’ve started the sprint sooner since we have never had experience with this process. We were able to have a lot of constructive “arguing” about how we thought each of the user stories should be rated and talked a bit how each could be developed