Team Deadpool Retrospective - Sprint 2

Bruno - This sprint was much better. I still didn’t do much as Scrum Master, but the meetings were moving along much faster than before since we had kind of learned how to listen to each other. We had under performed a bit on the first sprint, and we knew we could do more with the extra week from the early planning, this resulted in more than double the velocity from our first sprint. Looking back, this sprint was amazing, and I am hard pressed to find something to change.

Nick - We started this sprint officially just 2 days after the ‘official’ start date since we can’t meet every Tuesday due to schedule conflicts. The first meeting was very quick compared to the first sprint’s first meeting, we re-evaluated the points assigned to each user story since we had learned a lot from the previous sprint. Our velocity was fantastic, if we had a similar first sprint, we would’ve implemented a more polished UI. If I had to change anything from this sprint, I would have had another day for a meeting to improve our communication.

Bunrith Seng - The testing in this sprint went much more quickly, and we had more time to prepare everything. We felt very good about the progress that the team went out for drinks since we couldn’t bring them to school.

William - I felt much less stressed about this sprint. The user stories were already done, so we just needed to figure out how to get them implemented. Nick did so much work that we pulled more user stories from the backlog to try to implement in the time we had available. This sprint went very well, what I would change is starting the first sprint earlier, so we could have a more accurate expected velocity so we could better prepare for the second sprint.

Scott - For our second meeting we were able to talk a lot about how the first sprint went. We were able to finish nearly every story that we had originally put up so that was pretty promising. Even though our first sprint velocity was a bit lower than our remaining points we felt confident that we could get more done. We added any more user stories that we thought we maybe missed in our first user story meeting and gave values to those. Overall, we ended up adding a little bit more points overall to this sprint than the first one since we needed to try and finish up. Team worked really productively and we even demo’d and ran through the code that we had running so far.