

EventHub Sprint Planning Notes

Team: 04

Sprint: 2

Date: 10/10/25

Attended:

Scrum Master: Yusuf Kaan Yigiter

Product Owner: Sebastian Rodriguez

Development team: Christan, Pee jay, Jensen, Thomas, Anthony

1. Things That Went Well

The development team were able to implement the user profile and admin features and successfully migrate MySQL via docker. The UI across the website has also been improved.

2. Things That Could Have Gone Better

The development team did not accurately follow the agile development process during week 2 of the sprint due to prioritising on other projects/assignments. This caused us to push our work at the end of the sprint and thus frequent merge pull requests has been made. The development team could improve on this by completing task features during week 2 of sprint with minor commits.

3. Things That Surprised Us

Whenever each member of the team tries to run the app, the outcome is different for each team member, even though we are all on main. Which caused the team to be surprised and will need to fix new bugs which came from merge pull requests. Also, integrating docker into the app took a lot of valuable time from the team.

4. Lessons Learned

The development team learned that it's always best practice to follow an iterative process in order to avoid a plethora of bugs at the end of the sprint.

5. Final Thoughts

Things to keep is constant communication across the team's chat
Things to change is too late pull requests, as this creates problems.