Scrum Retrospective - Sprint 2 FWYI

1. Introduction

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This document is a scrum artefact for the scrum retrospective of the sprint 2 of the FindYourWayIn project.

The scrum retrospective is a process where the team gathers feedback from the team members and the stakeholders to improve the quality of the product for the next sprint.

For this scrum retrospective meeting, we use Miro team collaborative with what was (Good, Bad) and what to (Start/Continue, Stop/Prevent). Those are the 4 main points of discussion in the scrum retrospective. The following text were extracted raw from the team collabrative board in Miro https://miro.com/app/board/o9J_lu7MJBs=/?share_link_id=562305786056

2. Contents

2.1. What was good?

- Well described backlogs.
- Speeded up in finishing tasks.
- Team coordination as compared to last sprint.
- most of the time nice communication, well spending time outside.
- working and completing the issues.
- well prepared and presented presentations.
- we completed the most challenging tasks.
- Having something at least "working".
- Components are well integrated.

2.2. What was bad?

- Minimum commenting in code.
- Not assigning a reviewer for a task.
- Little to zero documentation.
- assigning wrongly some label on person and treat the person in wrong way.
- not carefully assigning tasks.
- not all tasks had backlog items
- Mixing up backlog items when doing the task

2.3. What to start/continue

- Testing.
- detailing backlog items very well.
- Compiling questions for when you need help.
- Documentation!
- Focusing on competence skill.
- reserving rooms in advance.

- Working hard! 2 weeks to go!

2.4. What to stop/prevent?

- Asking questions that do not make sense to some people.
- missing deadlines.
- Not assigning people to review on Gitlab.
- don't listening what person saying but focus on HOW the person speaking.
- being late.
- Failing to follow instructions and procedures.

2.5. Plan of action

- To continue to work on what was good and what to continue because time is almost up so learning new strategies at this stage might cause issues.