Scrum Retrospective - Sprint 0 FWYI

1. Introduction

This document is a scrum artefact for the scrum retrospective of the sprint 0 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 the scrum retrospective meeting, we follow the 4Ls: Liked, Lacked, Learned, Longed For. Those are the 4 main points of discussion in the scrum retrospective.

2. Contents

2.1. Liked

- The team has maintained a good collaboration and communication. Each team member has been able to communicate with the team and the stakeholders when there are needs.
- The team has formed a good relationship with the client. The client is generally happy with the performance of the team.
- Every member are willing to help other teammates when there are issues.
- The team has been able to identify and solve the issues that were raised by the stakeholders.
- Team meeting has been conducted regularly with consistent effort from every team member.
- The team shares a common vision and goal towards the project objectives.

2.2. Lacked

- Strict rules for the time meeting plan.
- Tasks are not assigned to the team members in a fair way.
- Few tasks to do in the same moment, result in time wasted.
- Technology stacks are too large for the team to learn.
- Spreading negativity towards the team members when stresses arise.

2.3. Learned

- The team has been able to identify and solve the issues that were raised by the stakeholders.
- The team has learned about different technology stacks and how to apply them to the project.

2.4. Longed For

- Maintain a good communication and collaboration with the team and the client.
- Sharing more time together to get to know more about each other.

2.5. Plan of action

- Meeting time has been changed to make sure everyone can be presented (Vedat and Andrei commute to work by public transportation, and sometimes they didn't present on time because of the travelling

schedule). From next Sprint, if a team member comes late for the meeting more than 2 times/week, that member will be given a strike.