Sprint Retrospective, Iteration # <u>Third Week</u>

User Story #	Task #	Task Assigned To	Estimated Effort per Task *(in hours)*	Actual Effort per Task *(in hours)*	Done *(yes / no)*	Notes
Refactored the activity microservice to implement Facade pattern	*47*	*Maarten van der Weide*	*10*	*12*	*Yes*	
		Rithik Appachi Senthilkumar				
Implemented Unit/integration tests for user microservice	*40*	Viet Luong				
		Rithik Appachi Senthilkumar	3	4	Yes	
As a user, I can send requests for creating/deleting/updating/finding boats	#26	Stefan Creasta	13	14	Yes	
	#27	Vlad Iftimescu				
	#28					
	#49					
	#49					
As a user, I can send requests for adding/removing rowers to/from boats	#40	Stefan Creasta	10	11	Yes	
	#50	Vlad Iftimescu				
	#52					

Project:
<u>Rowing</u>

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Group:
<u>34B</u>

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Main Problems Encountered

Problem 1

Description: We had a dilemma as to what design patterns to introduce in our implementation, as there were a wide variety and we needed to pick the most relevant ones.

Reaction: Keeping our implementations in mind, The Builder and Facade patterns were the best suited, and so we opted to use them

Problem 2

Description:

Reaction:

Adjustments for the next Sprint Plan
Motivate any adjustments that will be made for the next Sprint Plan.