Retrospectives

Sprint review 1

To begin with, before the first sprint review, the 2 CentroGeo teams have gone through merging process, which basically caused us to start from scratch. Therefore, a lot of user stories that were planned to be done in the first release, had to be postponed to release 2 which is what we were mainly talking about during the sprint review.

What went well?
Regardless of difficulties mentioned bellow, our team has managed to split into smaller "sub-teams", teams of 3 – backend, frontend, and "backup" team. We have presented the way we store the simulation data in the database as well as first demo of the interface. We got valuable feedback on our next steps of the development from the product owner

What could've gone better?
As mentioned above, since our team was merged with the other CentoGeo team, a lot of time was spent on splitting the work/assigning tasks again. Therefore, we were not able to finish a lot of planned tasks for release 1 and had to move them to release 2.'

What do we want to try next?
Our primary goal after this sprint review is to catch up with the user stories we did not manage to implement. In addition, we will try to more efficiently split up work, to make sure that all team members are helpful.

What puzzles us?
Due to the fact that the teams were merged prior to this sprint review the main challenge for us going forward is assigning work to so many people equally and efficiently, making sure that no one is doing nothing and that everyone is on the same page.

Sprint review 2

What went well?
During the second sprint, we have worked hard on many different aspects of the project. Splitting the big group of 9 people into teams of backend and frontend was quite successful and resulted in us managing to complete a good amount of functionality on both frontend and backend. A lot of work was done on the backend side as well as a lot of improvements on the frontend.

What could've gone better?
Since we were quite behind on user stories after the first sprint, we needed to catch up with implementing a lot of functionality that we didn't manage to do in sprint 1. To add to that, since we discovered the restrictions of use of certain libraries for the project (such as React Router), we needed to do a lot more work than anticipated at the planning stage.

What do we want to try next?
Once again, there are some tasks we need to catch up with. To add to that, dividing work to make sure everyone can help is very important to implement everything we plan to by the end of sprint 3.

What puzzles us?
We are still puzzled by how to split up the work efficiently between 9 people. To add to that, as mentioned previously, we are having difficulties with implementing crucial functionality without certain helping libraries.

Sprint review 3

What went well?
In release 3, we managed to finish most of the functionality required by the client. The frontend and backend are connected, and the time slider functionality implemented. Our team managed to "clone" the functionality of libraries that we were not allowed to use.

What could've gone better?
Some of the user stories still not completely done, there are small bugs that need to be fixed.

What do we want to try next?
As this is now the last week of the project, our team will be focused on completing all user stories that have not been completely implemented (need improvements) and fixing bugs. In addition, we need to conduct testing of frontend and backend.

What puzzles us?
As this is the final stages of the project, there isn't much that we are unsure about.