

Sprint #1 Retrospective

Team: Group 5

Sprint: Sprint 0

Date: 13/08/2021

Product Owner: Md Redowan Mahmud

Scrum Master: Harshita Kumar

Development team:

Linda Vu, Dhruv Bachani, Aditya Vadgama, David Nguyen, Harshita Kumar

Things That Went Well

What went well? What is the team happy about?

There are several things that the team was happy about. To start off with, a good standard of effective communication and collaboration was maintained from the early meetings till the end of the sprint. This made things incredibly fluid to work as a team and establish common ground, which proved to be a necessary ingredient for producing effective outputs. Regular meetings were undertaken, and everybody's opinion was carefully considered at every stage, which ensured that everyone had a solid understanding of what needed to be done, and how it was going to be done.

Because of everyone's previous experience with generating documentation for Software Engineering Fundamentals subject, the team hit the ground running. This provided less chance for confused team members hitting rock bottom when trying to start the required documentation. The same could be implied for using the various tools that needed to be utilized for the project such as Jira and Github, for organising user stories, managing task allocation, estimating task durations and even visualising how close the task was to completion. Everyone was familiar with certain aspects of each software, hence the workflow was instantaneous and smooth throughout the sprint.

Things That Could Have Gone Better

What could have gone better? What could the team improve?

There were certain misconceptions that the team ended up falling into regarding the user stories and the sprint backlog, but were quickly improvised after seeking clarification. One thing that could have gone better is that the team could be better prepared about the tasks to be achieved in a particular week prior to engaging in the sprint, speaking within

the bounds of practical limitations, so that questions could be cleared out as early as possible.

Things That Surprised Us

What wasn't expected?

The team was neither experienced nor expecting to write a Definition of Done (DoD) for each individual user story in the product backlog. It took a while to distribute tasks and break down the stories according to the required criteria, which extended how long it took to complete all of the necessary tasks.

Lessons Learned

What did you learn from the points above?

The team learned several things during this sprint. Firstly, they learned that it was best to set up development tools as a team. This could prevent several communication delays as such when a person had sent invites to the other members for the setup of a tool during an isolated work period, whereupon some issues had arisen which couldn't be sorted until a meeting was organized and everyone managed to step into the same boat at some point.

Secondly, the team could have spent more time going over the assignment specifications as a whole to avoid misconceptions and lack of knowledge regarding how the documents had to flow. Because of the depth of the marking criteria and client requirements, a vast chunk of things had to be sorted and clarified at all stages, which proved difficult to keep track of when one or more team members missed a meeting. A lesson learnt from this experience was that everyone could invest some amount of time staying up to date with the progress instead of playing catch-up.

Final Thoughts

What are things to keep? Things to change?

Although this was an experience on a brand-new sprint involving working with new people, most of the group coordination and communication was flawless and produced satisfying results. The team managed to implement all the necessary sprint documents and backlogs, alongwith brainstorming over 30 user stories and coming up with a plan for developing many features. Frequent meetings would be continued, and incremental development would be kept a priority while making sure tasks are being split and completed by all members. Certainly enough, peers would continue to help each other out so everyone could share a common ground and work efficiently as a team.