Sprint Retrospective Meeting Minutes

## September 18, 2017 (Sprint 1)

**Attendees:** Joseph Cutrono, Alicia Rodriguez, Alejandro Palacios, Daniel Raad

**Start time:** 5:00pm

**End time:** 5:30pm

* Did we do a good job estimating our team's velocity? Yes, even though we weren’t able to complete all of the stories, we were a little held back from the hurricane.
* Did we do a good job estimating the points (time required) for each user story? Yes.
* Did each team member work as scheduled? Yes.

What went wrong?

* We weren’t able to complete all of the stories for the sprint

What went right?

* Story prioritization
* Daily scrum
* Communication
* Joseph’s guidance
* New team member, Alejandro

## October 2nd, 2017 (Sprint 2)

**Attendees:** Joseph Cutrono, Alicia Rodriguez, Alejandro Palacios, Daniel Raad

**Start time:** 3:40pm

**End time:** 4:00pm

* Did we do a good job estimating our team's velocity? Sort of, we didn’t account for all of the technical unknowns.
* Did we do a good job estimating the points (time required) for each user story? Yes.
* Did each team member work as scheduled? Yes.

What went wrong?

* Setting up with Android

What went right?

* Team coordination
* Daily scrum
* Alejandro ramped up quickly
* PR process

How to address the issues in the next sprint?

* When estimating, keep under consideration the technical unknowns that a story may have.
* We should have a SPIKE to figure out the Android issue and how to set it up.

## October 16, 2017 (Sprint 3)

**Attendees:** Joseph Cutrono, Alicia Rodriguez, Alejandro Palacios, Daniel Raad

**Start time:** 3:32pm

**End time:** 3:46pm

* Did we do a good job estimating our team's velocity? Yes.
* Did we do a good job estimating the points (time required) for each user story? Yes.
* Did each team member work as scheduled? Yes.

What went right?

* Everyone worked together to solve issues
* Got all the stories done!
* Bug squashing
* Alicia helped out to fix Mingle for the team

## October 30, 2017 (Sprint 4)

**Attendees:** Joseph Cutrono, Alicia Rodriguez, Alejandro Palacios, Daniel Raad

**Start time:** 3:52pm

**End time:** 4:20pm

* Did we do a good job estimating our team's velocity? Yes.
* Did we do a good job estimating the points (time required) for each user story? Yes.
* Did each team member work as scheduled? Yes.

What went wrong?

* End to end testing
* Commit messages
* Need to use Angular's Component-Module-Service model a little more

What went right?

* Sprint planning
* Collaboration
* Finished all the stories
* Almost a usable app now :)
* Completed more stories than expected

How to address the issues in the next sprint?

* **Commit messages** -> squash and merge after done with a PR and change the commit message to something meaningful.
* **End to end testing** -> create a spike to get automated testing
* **Need to use Angular's Component-Module-Service model a little more** -> 1. On our last sprint, we can go in and refactor. 2. From now on, keep this in mind.

## November 13, 2017 (Sprint 5)

**Attendees:** Joseph Cutrono, Alicia Rodriguez, Alejandro Palacios, Daniel Raad

**Start time:** 3:45pm

**End time:** 4:15pm

* Did we do a good job estimating our team's velocity? No.
* Did we do a good job estimating the points (time required) for each user story? No.
* Did each team member work as scheduled? Yes.

What went wrong?

* Estimating

What went right?

* Collaboration
* Good communication
* Good commit messages
* Testing

Action Items:

* Start using the app if we’re going to meet up this weekend

## November 27, 2017 (Sprint 6)

**Attendees:** Joseph Cutrono, Alicia Rodriguez, Alejandro Palacios, Daniel Raad

**Start time:** 2:30pm

**End time:** 3:00pm

* Did we do a good job estimating our team's velocity? Yes
* Did we do a good job estimating the points (time required) for each user story? Yes
* Did each team member work as scheduled? Yes

What went right?

* We have a clean and polished application now!
* Estimation
* Team collaboration
* Posters
* Collaboration with testing the app
* Finished all the stories