Project Sprint Planning Notes

Team: 6

Sprint: 0

Date: 13/08/2021

Attended:

Scrum Master: Reylan Gill

Product Owner: Dipto Pratyaksa

Development team: Hugh Phung, Sam Te, Fraser Green

## 1. Things That Went Well

Team efficiently set up necessary work and communication tools, such as Jira and Slack. The requirements of the group check-up were often met, and if they were not, it was quickly rectified.

## 2. Things That Could Have Gone Better

Perhaps having experience in software like Jira could have enabled us to have a more productive start. Most of the team had to spend extra hours to learn new software for the project.

## 3. Things That Surprised Us

Everyone was quite self-directed and willing to take initiative. The wireframes were swiftly created to provide a visual directive on how the application may appear.

## 4. Lessons Learned

Teammates can be highly valuable and reliable – that is what they are there for.

## 5. Final Thoughts

One of the things we would like to keep as we continue along is our level of communication. Having a communicative team is vital to software development projects like this to deliver a product that we all agree is best for the client.

For the next sprint, we could get started on work ahead of schedule to provide us some leeway in case something goes wrong.