Sprint Planning, Retro and Review

Sprint #Template

Sprint Planning

Sprint Number: <number> Team Number: 5 Date: <date></date></number>			
Attended:			
Apologies:			
Scrum Master:	Product Owner:		
Development Team:			
Goal:	<what achieve="" aim="" are="" by="" is="" running="" sprint?="" that="" the="" this="" to="" trying="" you=""></what>		
Sprint Duration:	<2 weeks>		
Team's Vision for This Sprint:	<which and="" backlog="" be="" committed="" items="" of="" product="" sprint="" the="" to="" why?="" will=""> <what end?="" features="" form?="" have="" in="" it="" its="" like="" look="" potentially="" product="" shippable="" the="" what="" will="" working=""></what></which>		
Estimation in Story Points:	<team each="" estimate="" for="" items.="" justification.="" of="" points="" provide="" some="" sort="" story="" the="" to=""></team>		
	User Story Story Points (Scale: 1-5)		

Sprint Review

Sprint Number: <number></number>

Team Number: 5 Date: <date></date>				
Attended:				
Apologies:				
Scrum Master:		Product Owner:		
Development Team:				
Sprint Goals:	<describe achie="" and="" in="" milestones="" planned="" sprint.="" the="" to="" was="" what=""></describe>	eve, the roadmap	elements you wanted to target,	
Status Overview:	<describe added="" changed="" compare="" finish="" items,="" planned="" priorities.="" removed,="" sprint="" the="" unfinished,="" vs=""></describe>			
	<explain continue="" how="" to="" uncompleted="" will="" with="" work="" work.="" you=""></explain>			
Screenshots:	<provide 5min="" a="" are="" brief="" demo.="" description="" is="" live="" of="" pretend="" screenshots="" seeing.="" some="" system="" the="" this="" transcription="" we="" what="" with="" working,="" your=""></provide>			
Lessons learned:	<what above="" from="" learned="" p<="" td="" the="" you=""><td>oints?></td><td></td></what>	oints?>		
Sprint Statistics:	<present 2-lines="" a="" add="" burndown="" chart,="" explanations="" how="" is<="" it="" of="" p="" the="" with=""></present>		planation of what we are seeing.	

Sprint Number: <number> Team Number: 5 Date: <date></date></number>			
Attended:			
Apologies:			
Scrum Master:	Product Owner:		
Development Team:	ent		
Things that went well:	<what about?="" happy="" is="" team="" the="" well?="" went="" what=""></what>		
Things that could have	<what better?="" could="" gone="" have="" improve?="" team="" the="" what=""></what>		

gone better:	
Things that surprised us:	<what expected?="" wasn't=""></what>
Lessons learned:	<what above="" from="" learned="" points?="" the="" you=""></what>
Final Thoughts:	<things keep="" to=""> <things change="" to=""></things></things>

Sprint #0 - 28/07/20

Sprint Number: #0 Team Number: 5 Date: 14/08/20				
Attended:	Matthew, Alan, Hamed, Gaveen			
Apologies:	Youssef			
Scrum Master:	Gaveen	Product Owner:	Alan	
Development Team:	Matthew, Hamed, Youssef			
Things that went well:	 User stories were completed on time Product backlog and sprint backlog were compiled in an efficient manner Our technical understanding of the assignment specifications Implement a base code for the project Attempting unit tests Broke down the tasks and assigned equally Efficient and sufficient number of scrum meetings Good contribution to the tasks from group members 			
Things that could have gone better:	 Better communication More organised meeting times 			
Things that surprised us:	 We thought that there would be a start-up code for the project, and have been waiting for it, and ended up implementing the code a bit late, and attempting the unit testing in the last couple of days. Implementing 3 to 6 microservices as the rubric says is sort of hard to do in an early time of the semester. 			
Lessons learned:	 Should invest more time into properly scheduling meetings and keeping to that schedule. Dedicate more time into task management in Trello Understanding the base code, specifically React and Spring Boot 			
Final Thoughts:	Things to keep: Continuation in learning React and Spring for coding tasks Things to change: Taking a more proactive approach to meetings			

Sprint #1 - 10/08/20

Sprint Planning

Sprint Number: 1 Team Number: 5 Date: 10/08/20				
Attended:	Matthew, Gav	een, Alan, Hame	d	
Apologies:	Youssef			
Scrum Master:	Gaveen		Product Owner:	Alan
Development Team:	Matthew, Han	ned, Youssef		
Goal:	Get 5+ Microservices up and running Login Microservice Account Sign up (Customer) Display a Dashboard for Customer Page to view About Page to view Contact			
Sprint Duration:	2 weeks			
Team's Vision for This Sprint:	 Which items of the product backlog will be committed to sprint backlog and why? USER STORY ID: 0, 1, 2, 3, 4, 5, 6, 12 Why: To get a minimum viable product. What will the potentially shippable product look like in the end? What features will it have in its working form? Logging in Signing up as a Customer A functioning home screen (with Login, About and Contact) 			
Estimation in Story Points:	Items 0 6 and 12 are worth points of 3; they're moderately easy enough to implement but still provide a challenge to implement and run as they would ideally provide the foundations of the database. Items 1 2 and 3 are worth the points of 2 as they require implementation with the database and require some effort. Items 4 and 5 are worth 1 point each as they are the simplest items to implement.			
	User Story ID	Story Points (Scale: 1-5)		
	0	3		
	1	2		

2	2
3	2
4	1
5	1
6	3
12	3

Sprint Review

Sprint Number: 1 Team Number: 5 Date: 23/08/20 and 25/08/2020				
Attended:	Matthew, Alan, Gaveen, Youssef, Ha	amed, Sachin		
Apologies:				
Scrum Master:	Gaveen	Product Owner:	Alan	
Development Team:	Matthew, Youssef, Hamed			
Sprint Goals:	 The following was planned to achieve: Setting up of user database, frontend website functionality, user authentication/registration, display of dashboard with user information and worker registration by admin users The main goal of the sprint was to work towards a Minimum Viable Product (at least) Major milestones to achieve in the sprint was a functioning backend (in terms of users) and functioning front end that allowed for logging in and page-switching 			
Status Overview:	 Unfortunately, only one of the backlog items were completed out of the 19 selected tasks, which was the setting up of the user database. The team did not anticipate how complex the coding would be, and also did not anticipate the lack of any relevant materials provided. An example of this would be in the testing of Services. Although there were resources supplied for unit testing, none of them were relevant to unit testing in particular to Springboot. This meant that a lot of background research had to be made to even have a guess on how to proceed with the unit test. Due to the massive inconsistency inherent in online resources that have no relation to the actual course subject, all solutions were not feasible. Any incomplete work will have to be pushed to the next sprint, as most of the tasks in this sprint involve essential components of the service, such as a working authentication/dashboard system, as well as handling account creation and the front end. 			

Screenshots:	Unfortu	unately, the product is not to a working state yet so there is no screensh	ot.
Lessons learned:	It was decided to change task priorities going forward, especially in terms of what the team views as a Minimum Viable Product. Although the ideal outcome would be to produce a mostly feature-complete (in terms of aesthetics mostly) product by the end of Milestone 2, it is much more feasible to just get the databases and services working, as that is the core of the problems experienced in Sprint 1.		
Sprint Statistics:			
		Burndown Chart Sprint #1	
	Effort (Hours)	Completed Tasks Velocity Remaining Effort (Hours) Remaining Tasks Ideal Burndown	20 15 10
		Sprint Days	
	23/08/2 Tasks, influend match The nu remain	aph of tasks/effort in relation to the two weeks of the sprint (Approx 10/0 2020). Tasks completed is represented by Completed Tasks and Remai whereas the hours spent (effort) is represented by the Remaining Effort ced by Velocity (hours worked in a day). The remaining effort should, in the Ideal Burndown line as closely as possible. Imber of remaining tasks was calculated by subtracting the current amount ing by the number of completed tasks per day. The remaining effort was ted by subtracting the current hours of effort remaining by the velocity.	ning t, theory, unt of tasks

	Sprint Number: 2 Team Number: 5 Date: 23/08/2020
Attended:	Matthew, Alan, Gaveen, Hamed, Youssef

Apologies:			
Scrum Master:	Gaveen	Product Owner:	Alan
Development Team:	Matthew, Hamed, Youssef		
Things that	- Communication and mostings	are preceding	mara ama athlu
Things that went well:	 Communication and meetings 	s are proceeding	more smoothly
Things that could have gone better:	 Being able to code the back and frontend better. We unfortunately underestimated how complex implementation would be. Being able to code the back and backend better (API Services). 		
Things that surprised us:	 The lack of relevant material that would allow us to construct the code. Foundational knowledge of React and Spring does not get us very far with the actual coding tasks Lack of Spring Boot testing resources made it very difficult to actually test API components and database components. 		
Lessons learned:	 We should determine what microservices we are going to use before implementation More research and resources need to be obtained to better understand React and Spring boot. Attend consultation for advice and direction on coding 		
Final Thoughts:	For the Front End, would probably be better to focus on the interface prototyping (through software like Figma), seeing as how there is currently no way for progress to be made in React		

Sprint #2 - 23/08/20

Sprint Planning

	Sprint Nu Team Nu Date: 23	ı mber: 5	
Attended:	Gaveen, Alan, Youssef, Hamed, Mat	thew	
Apologies:			
Scrum Master:	Gaveen	Product Owner:	Alan
Development Team:	Matthew, Youssef, Hamed		

Goal:	Complete all tasks that was required for Sprint 1
Sprint Duration:	2 Weeks - Not including semester break
Team's Vision for This Sprint:	 < Which items of the product backlog will be committed to sprint backlog and why?> No new items will be committed to the sprint backlog, this is because of complications and difficulties in regards to the coding and the direction the project will be taken in. It was decided to just try and reach a MVP; at the very least have the back end set up and working (tests and all) < What will the potentially shippable product look like in the end? What features will it have in its working form?> Unfortunately, there may not be a potentially shippable product this sprint, as most of the focus would be to get the foundations of the back end set up as best as we can.
Estimation in Story Points:	<team each="" estimate="" for="" items.="" justification.="" of="" points="" provide="" some="" sort="" story="" the="" to=""> Sprint 2 is the same as sprint 1 since we are attempting to finish these tasks User Story Story Points (Scale: 1-5)</team>

Sprint Review

	Sprint Nu Team Nu Date: 15	ı mber: 5	
Attended:	Alan, Matthew, Hamed, Gaveen		
Apologies:	Youssef		
Scrum Master:	Gaveen	Product Owner:	Alan
Development Team:	Matthew, Hamed, Youssef		
Sprint Goals:	 website functionality, user aut user information and worker re The main goal of the sprint waleast) Major milestones to achieve in 	hentication/regis egistration by ac as to work towar n the sprint was	ng up of user database, frontend stration, display of dashboard with dmin users ds a Minimum Viable Product (at a functioning backend (in terms of for logging in and page-switching
Status Overview:	More functionality has been constill slow and MVP has not be	ompleted in the en reached in ar	apacity than compared with Sprint 1. sprint backlog. However, progress is ny tangible form. vork into the third, shorter sprint. It is

		hoped that we can reach MVP within the next milestone submission.	
Screenshots:	•	Unfortunately, we've yet to achieve the MVP.	
Lessons learned:		Again, we underestimated the amount of work we could do. For the new will have to scale back our operations further; at least such that our bur charts performance will be more representative of the ideal burndown (linear).	ndown
Sprint Statistics:		Burndown Chart Sprint #2 ■ Completed Tasks — Velocity ● Remaining Effort (Hours) — Remaining Tasks — Ideal Burndown	
	Effort (Hours)	50 40 30 20 10 0 ch 9 ch 7 ch 3 ch 3 ch 5 ch 9 ch 9 ch 9 ch 9 ch 7 ch 7 ch 7 ch 7	15 10 SSB 1 5 5 - 0
		rndown chart was calculated using the exact same formulas as with the specified, all following burndown charts will have the same calculations	

	Sprint Nu Team Nu Date: 19	ımber: 5	
Attended:	Alan, Matthew, Hamed, Gaveen		
Apologies:	Youssef		
Scrum Master:	Gaveen	Product Owner:	Alan
Development Team:	Youssef, Matthew, Hamed		
Things that went well:	Finished login create user functionali	ty, connecting fr	ont and backend for both features

Things that could have gone better:	 Better time management for the tasks required Much better communication of the team as a whole For example, communication any further additions of unit testing was not present after Matt and Alan had completed their sections, leading to repetition of unit tests from the other members.
Things that surprised us:	Most tasks were still left incomplete as the features still turned out to be out of our scope. We thought we had a better handle on using the frameworks but it was still a tad too complex for us to achieve what we intended.
Lessons learned:	Although we did scale down the tasks we aimed to do (by reserving sprint 2 for uncompleted functionality in sprint 1), we still need to further reduce what we are doing for the next sprint. As the milestone submission date draws near, perhaps it is better to just aim for the rest of what constitutes as a MVP. As such, some original tasks hoped to be achieved early on will have to be cancelled for the coming sprints until more substantial work has been attained.
Final Thoughts:	Remove focus from admin and worker functionalities. These are less important and can be worked on later on. Prioritise more on creating a working booking system as that is the core of our project.

Sprint #3 - 15/09/20

Sprint Planning

		umber: 3 umber: 5 5/09/20	
Attended:	Alan, Matthew, Hamed, Gaveen		
Apologies:	Youssef		
Scrum Master:	Matthew	Product Owner:	Alan
Development Team:	Gaveen, Hamed, Youssef		
Goal:	 Like the last two sprints, we at a specific and a spe	incompleted from oved and some of 2 and beyond.	Sprint 2 others added in to fit with our new
Sprint Duration:	2 weeks		
Team's Vision for This Sprint:	Have a working booking and dashbo	ard feature by the	e end of the sprint.
Estimation in			

Story Points:	User Story ID	Story Points (Scale: 1-5)
	1	2
	4	1
	5	1
	20	2
	21	1
	22	1
	23	2
	16	5
	17	4
	18	5