**SPRINT RETROSPECTIVE REPORT**

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**Date:23/01/2017**

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# RETROSPECTIVE OBJECTIVES

Review sprint 1: what’s done well, undone and lession learn.

# ATTENDEES

|  |  |  |
| --- | --- | --- |
| **Name** | **Roles** | **Email** |
| Nguyen Bao Thach | Team leader | b.thach511@gmail.com |
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| Nguyen Huu Tai | Team member | Nguyenhuutai1995k19t01@gmail.com |

# CONTENT

|  |  |  |
| --- | --- | --- |
| **ID** | **Description** | **Note** |
| 1 | Teamwork situations | * Give solutions about being late for meeting |
| 2 | Technology discussion and decisions | * Reasons to change tool and environment: PHP->NODE.js |
| 3 | Project discussion | * Update milestone |

# RETROSPECTIVE REPORT

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| OBJECTIVES | EVIDENCE |
| What’s done well in the sprint | * Product backlog is well defined * There is a close interaction between customer and developer team * The GUI sketch and workflow design is well defined |
| What’s done badly in the sprint | * Planning is badly developed, there is no specific plan for each phrase implementation * Development environment is badly research leads to technology chosen failed leads to delay of the sprint ( Technology chosen leads to the fail implementation in developer team ) * Teamwork is badly conducted ( member hardly discuss and work together ) * Sprint task is poorly done by team * Task is underestimated due to lack of experiences * Configuration is done poorly, some document is still have problem with version named |
| What can we do to improve | * Team discuss more about teamwork and communication : Team members must put project first, discuss about teamwork effort * Teamwork : Team members must continuously communicate with each others * Team members must finish the tasks on time or there will be some punishment |
|  | * Research and change technology from PHP to Typescript and javascript ( Defined in the Change of Technology document ) |