**SPRINT RETROSPECTIVE REPORT**

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**Date:09/03/2017**

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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

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| --- | --- | --- |
| **ID** | **Description** | **Note** |
| 1 | Teamwork situations | * Give solutions about being late at the project duration |
| 2 | Technology discussion and decisions | * Reasons to change tool and environment: PHP->NODE.js * Training for website development |
| 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 with all the function from customer * Capture the needs of customer * There is a close interaction between customer and developer team * The GUI sketch and workflow design is well defined * Development environment is defined |
| What’s done badly in the sprint | * Due to the late of sprint 1, sprint 2 is still not follow at the right duration * The change of technology leads to the confusion in working between developer team * Teamwork is still badly conducted ( member hardly discuss and work together , member struggle to communicate with each other due to Holidays ) * Sprint task is poorly done by team * Task is overestimated leads to not fully done on time * Configuration is done poorly, some document is still have problem with version named * The management tools is still not used fully * The undone User stories of Sprint 1 needs to be refined |
| What can we do to improve | * Team discuss more about teamwork and communication : Team members must put project first, discuss about teamwork effort. There are new updated team rules for members to follow * Teamwork : Team members must continuously communicate with each others via skype, email, chat, phone… * Team members must finish the tasks on time or there will be some punishment |
|  | * Change of technology from PHP to NodeJs will need a new training plan so that team members can done the work correctly * Spint 2 must conduct new user stories and the undone stories of sprint 1 so it requires extra effort of members |