**Project Sprint Retro Notes** 

Team: Group P7-7

Sprint: 0

Date: 18 August 2023

Attended:

Scrum Master: Ramon Aguila Product Owner: Jyoti Kundu

Development team: Clarence O'Toole, Ashley Mullin, Manik Thapliyal, Sri Kalyan Rohan, Jaspal Singh-Walia

## 1. Things That Went Well

What went well? What the team is happy about?

- Communications professional and efficient
  - Addressing issues quickly
- Finishing tasks on time
- Everyone asked good questions.
- Everyone was present during stand-up meetings.

# 2. Things That Could Have Gone Better

What could have gone better? What the team could improve?

- We need to have everyone in the scrum meetings. We usually have 5 members max.
- Being more productive in class
- Setting coding environment
- Making sure everyone is on the page there were times where people were unsure about what's happening.

# 3. Things That Surprised Us

What wasn't expected?

- Specs were released after the sprint began, lost some time during Week 3.
- Lots of self-studying and independent work; not as much guidance
- Project duration; was longer than expected.

#### 4. Lessons Learned

What you learned from the above points?

- We need have all 6 members in scrum meetings as much as possible.
- Being productive in class working on the tutorial sheets together as a team
  - Aim to get at least one tutorial task done.
  - Prepared reading it before class and doing necessary preparation such as setting up IDE and document.
- Not underestimating the workload
  - Starting things earlier, being more proactive with the work.
  - o Making small progress each day, especially with development
- Making sure everyone is on the page there were times where people were unsure about what's happening.
  - Communicating important changes sooner

### 5. Final Thoughts

Things to Keep

- Communication & professionalism
- Work ethic outside of class

Things to Change

- Being more proactive with the work
- Being more productive during tutorial
- 6 members in scrum meeting
- Communicating important changes much sooner