**Project Sprint Planning Notes** 

**Team: Moving Houses** 

Sprint: 4

Date: 23/10/21

Attended: Jared Song, Aili Gong, Alexander Aloi, Shannon Dann, Carl Karama

Scrum Master: Jared Song

**Product Owner: Redowan Mahmud** 

Development team: Aili Gong, Alexander Aloi, Shannon Dann, Carl Karama

### 1. Things That Went Well

All user stories promised for the sprint were completed, fully integrated in the front-end and back-end for our application. We were able to complete all the desired functionality for the sprint, mainly centred around deployment and final touches to documentation, cleaning up code and testing for errors and bugs.

Our sprint velocity improved yet again in this sprint, as we completed more user stories than any other previous sprint. This indicates that our group is becoming more adept and quicker to complete tasks, which we attribute to our teamwork and individual skills also developing.

Everyone contributed equally to group discussions and attended all weekly meetings. Our product owner was happy with progression during all progression reports and commended our group's work ethic and weekly progress.

# 2. Things That Could Have Gone Better

We found that our burndown chart in this sprint was not always below the ideal burndown line, unlike our previous sprint. This was mainly due to periods of minimal commits and progress being made as each team member was faced with external challenges such as other assignments, COVID vaccinations or illness.

## 3. Things That Surprised Us

We found that deploying our final application to AWS was more complex than a basic application, as we had to configure ports for microservices, and also handle docker images and containers. We underestimated the challenges associated with AWS deployment, which was a major hurdle to this sprint as it was our primary goal to complete.

#### 4. Lessons Learned

We learned that as a team, it is essential for us to be communicating frequently, especially when services are implemented or created and will affect other services or code. During periods where our communication frequency was lower than normal, this would cause misunderstandings and errors in implementation that was very costly and time-consuming.

# 5. Final Thoughts

We are overall very happy with everyone's work ethic, progress, and attitudes. We are pleased with our final product and would like to thank Redowan for being a very kind and pleasant product owner, and Homy for giving us the resources to make this project possible.