Project Sprint Planning Notes
Team: Moving Houses

Sprint: 1
Date: 01/09/2021

Attended: Jared Song, Alexander Aloi, Aili Gong
Scrum Master: Jared Song
Product Owner: Redowan Mahmud
Development team: Alexander Aloi, Aili Gong, Shannon Dann, Carl Karama

1. Things That Went Well

Front end looks very clean and high quality, refactoring the base code turned out to be better than using the base code.

We were able to configure the login successfully and implement authentication completely with our front-end routing.

Everyone contributed equally to group discussions and attended all weekly meetings.

Most of the database was implemented, including the schema and setup for deployment. Models also implemented

Our product owner was very happy with our progress, exceeding our expectations as we believed we were struggling with completing user stories.

2. Things That Could Have Gone Better

The base code was not fully implemented upon release and instead was updated weekly with new features that we did not understand immediately. The main reason our initial progress was very slow was due to not understanding how the base code was functioning, how the back-end and front-end communicated and how API calls were designed and made.

Our group's level of expertise regarding our framework and coding languages was unequally distributed, resulting in several members being unable to contribute due to not understanding programming concepts in a new language.

Our group also did not assign story points to learning new technologies and setting up the project, which we heavily underestimated in terms of time and effort, this resulted in many unfinished user stories which we were required to move to the next sprint, also making our sprint velocity much lower.

3. Things That Surprised Us

The difficulty of learning new technologies individually and how to correctly implement MVC architecture in a new framework was very challenging. Additionally, many of the user stories we designed were bottlenecked by the ability to register and sign in users; the extreme delays on completing this user story prevented us from finishing the other remaining user stories.

We were surprised with our product owner's reaction to our progress, as we felt that we were very behind in our sprint velocity and progress, however our product owner approved of our efforts and did not request any immediate changes or new features, encouraging us to improve our sprint velocity where possible.

4. Lessons Learned

More frequent meetings are required to ensure that all team members are able to complete their assigned user stories and tasks; this will prevent situations where team members are unable to progress in their work due to being unable to solve an issue that another team member has already encountered and fixed.

Perhaps in future, when our group is learning a new framework or architecture, it would be better to have initial meetings to learn and practice using the new technologies required before the sprint is started, or as earlier as possible so that everyone is able to work on their tasks immediately.

5. Final Thoughts

Our group's enthusiasm to attend meetings and commit to each task is at a very high level, creating a positive work environment in our meetings. Several group members are progressing confidently with their assigned tasks, and we predict that our sprint velocity will increase. Additionally, we will continue working without relying on the original base code, as our inability to fully comprehend it is what greatly slowed down our progress for this sprint.

In future, we should be more proactive about communicating to each other for help or queries, so that any issues are resolved quickly and the likelihood of bottlenecking the group's progress is reduced.