Project Sprint Planning Notes
Team: Group 3

Sprint: 0
Date: 13/08/2021

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

1. Things That Went Well

All tasks were completed on time without any issues

All meetings were attended by all members

Quality of work completed was at a high level and met group expectations

Jira, Figma and Github applications were all well understood and used by everyone.

2. Things That Could Have Gone Better

We underestimated how much work and time the wireframes required, which caused us to complete more work in the last week of the sprint due to falling behind in our workload.

3. Things That Surprised Us

The base code was not provided, hence we were unable to initialise and deploy our application.

The customer provided a new feature at the end of our sprint, which required us to update our wireframes and product backlog, the product backlog in particular doubled in size from 25 user stories to over 50 user stories after the product owner deemed the initial number to be too small. Luckily, we were ahead of schedule and were able to complete all the tasks in a timely manner.

4. Lessons Learned

The customer can request new features at any time, so we should always be prepared to implement additional features or system changes. We should always be clarifying and confirming what the customer wants to ensure that our vision for the product is the same as the customer's vision.

5. Final Thoughts

Try allocating tasks with an estimated amount of time based on effort and story   points, as well as expertise in the area and individual estimations. Ideally, this   will avoid scenarios where group members fall behind in their allocated
          timeframe and workload which may bottleneck the group's progress,