IFB299

Group 23

Team Retrospective

Samuel Gillespie – n9990186 - Client

Francis King - N10198067 - Scrum master

Aidan Perera - N10109960 - Head Developer

JianHong Lee - N9790136 - Developer

Thomas Kirby - N10014195 - Developer

## What team members did well

All team members achieved their assigned work by the end of the sprint. This is partially due to personal commitment from each member as well as a great sense of unity within the team.

Team members were not afraid to assist each other if needed or to ask for help if they weren’t able to complete a part of the work, therefore leading to the release being completed and ensuring everyone’s load were lightened.

The team had very good lines of open communication such that everyone was always updated of the progress of each team members and when difficulty or problems arises we could solve them as a team quickly and effectively.

## What didn’t go well

The team’s allocation of tasks was done incorrectly due to different team members working on the same tasks and as a result there was dependencies on other people’s tasks being completed. This led to a lot of pacing issues whereby team members had to do a lot of work in some weeks and less in others thus resulting in irregular workload distributed throughout the sprint. To overcome this issue temporary, we gave due dates for each component so that everyone was able to work towards the end goal effectively.

## Remedies

For the next sprint we will allocate based on stories so that everyone can work at an even pace without the need to wait for the other tasks managed by another team member to be completed therefore ensuring workload is distributed evenly throughout the rest of the next sprint.

We will also continue to assign due dates to each story such that work is completed within an acceptable time frame.