

# Sprint 2 Retrospective

What went well

- Remote meeting to re-align on the project direction
- All sprint tasks done despite remote work due to the Easter holidays
- Remote communication
- Willingness to pivot, make changes to the project

What to improve

- Spend more time on understanding the project requirements – the team had a wrong idea of what the Result Data Manager, Asset Manager and Source Data Manager should consist of which created a setback and meant some of the plans for the project need to be remade, such as the tasks on Jira
- Pay attention to time zones when doing remote work – the time zone difference created a minor issue during one of the team's remote meetings
- Plan out and divide work more carefully to avoid misunderstandings and vagueness

What the team aims to improve in the next Sprint

- Align the project with the requirements
- Remove vagueness from the project direction
- Remove vagueness from tasks for each team member

Most of the goals for the sprint were achieved, such as:

- User Journey Maps
- Crazy 8s
- Figma Prototype

The issue that was not completed was the

- Run User Tests with Figma

The issue has been moved back into the backlog for now as the team is facing more important matters now. The issue was not completed mostly due to having to work remotely which made organisation much more difficult.