## Retrospective thoughts

Craig: sprint was Alright, he was not doing much from the sprint backlog, there were too large sprint task he could not contribute. He felt like he was picking and choosing from the sprint backlog and was not part of a team.

Tony: the sprint went relatively well considering it was the first sprint. It could have been organised better by making sure everyone had an appropriate task to complete, and have fewer people assigned to each task.

Elliot: okay under the circumstances, we did some work, too unorganised. Too early, work best in the evening/

Alban: overall happy, happy with the quality of work. Need to adopt pair programming. Scrum meeting are too early.

Jonas: unorganised, not very focused on Agile, did not complete 1st priority task. acceptable if 2nd sprint is better. There were too many people not contributing (because they needed to study web-development) (or they did not know what to do)

Wei : did some studying

Tianpeng: read everyone’s code and understand it

Zihan: did some work

## Changes in sprint 2

Give out tasks from product backlog earlier if nothing else can be done.

In the first sprint the scrum master and product owner were a bit reluctant in giving out from the backlog earlier as some of the main things were far from complete, this ended up with a bunch of people not knowing what to do.

In the second sprint we wanted to give out these things as soon as we could not find anything for them to do, we wanted to try and encourage people work on stuff from the product backlog. So that there were fewer people who were without anything to do.

During the second sprint, as group members became more comfortable working together and asking for help when they did not know what to do (along with encouragement from the scrum master and product owner), tasks were managed better. It gave us the opportunity to update the sprint backlog more consistently and accurately, and make sure that everyone was always working on something important, increasing the overall productivity of the team.

People pair up and work their preferred 8-hour schedule

In the first sprint a lot of people complained about having to wake up early to work.

We discussed with the group what the best way to approach this issue would be, we decided that it would be better to pair people up that would like a similar work schedule

While this made people complain less and be happier it, people barely worked in pairs and it was hard to keep track on if people did any work while they work outside of the normal work schedule.

2 people pr task so that they have common knowledge in case someone becomes unavailable, not pair programming constantly but collaborating on the task.

In the first sprint there we many people on one task, which made people less productive as they did not know what to do. There were very few that tried pair programming and worked more individually than anything.

In the second sprint we wanted people to work more in pairs even though they maybe did not feel like they got work done if they did. We also wanted to limit it to one pair per task so that there was only two people working on one thing and so that if someone were absent for a day there would be someone present that had a working knowledge of the task and progress could continue.

When we had finished tasks from the second sprint, we added new user stories from the product backlog as there were already enough people assigned to tasks that were not yet completed. This worked well as we got most of the features for the questionnaire finished and were able to get started on video functionality, which gave us a better idea of how long it would take for the other video tasks/stories would take allowing us to plan our time more accurately for the next sprint.

A lot of the time there were two people on the same task, and it was working well. There were some problems with pair programming as it felts as people had difficulty in figuring out the point. Difficulties did happen when the scrum master or product owner tried to help a development team as this changed the team size to 3.

Move daily scrum for later at 12:00 pm

In the first sprint we had the daily scrum at 9:00 am, There was some problems with people showing up.

In the second sprint we wanted to move it to 12:00 pm and see if that helped people meeting up on time and promoted at better workday.

This worked out great as everyone was there at every meeting. It could be worked on and I think if we had another week, we would probably move it to 11:00 am as it seems like everyone was up at that point.