Sprint Retro Notes
Team: Group 3 (TUES1830-Reza)

Sprint: Sprint 4
Date: 23/10/2021

Attended:
Scrum Master: Rashed Abdin
Product Owner: David Aziz
Development team: Kowsar Rahman and Dunith Nadvi Karawita
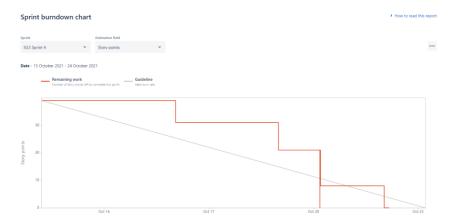
1. Things That Went Well

Things that went well is that we were able to implement all our user stories planned from our product backlog and have everything running successfully. We then further refactored/enhanced parts of our code to further improve the appearance and performance of our BOOKERO app. As a team we were able to communicate frequently though meetings and regular texting chat on MS Teams which made sure we all kept update and help one another when difficulties arose. On top of this, our tutor Reza guided the team very well, providing our team with proper guidance and ensuring we are meeting spec sheet guidelines.

2. Things That Could Have Gone Better

Now things that could have gone better was having the ability to have all team members in the same time zone so we could meet at times that weren't so early/late for some members. This was a big obstacle to overcome throughout the sprints with unfortunately one of members (Oliver) completely disappearing which made our group have to add much more workload on top of a very busy workload. That being said, we were able to adapt quickly and have all our user stories completed implemented with our app deployed into microservices. If the team needed to improve work efficiency, the main thing would be able to see each other face to face so we can discuss on how to implement features rather than doing it all online and on top of that every team member in a different country with a different time zone.

3. Things That Surprised Us

Things that surprised us was the difficulty in some user stories to implement in the expected time as a group. For example, getting the PayPal API to be able to cancel the order within 2 hours was a bit more challenging than we expected causing us to almost fall behind schedule. However, we met up as a group and solved that problem together in a meeting. Another problem that keeps surprising as a group is the use of Jira and how it generates the sprint burndown chart. Now we had 1 group member accidentally complete an incorrect user story he didn't me complete and had to change it from completed back to in progress which effected the way the sprint burndown chart looked. Now what surprised is that we can't actually edit the accidental mistake the team member did when he meant to check off another user story causing our sprint burndown chart to not indicate our true work progress for this sprint. Now shown below is the sprint burndown chart in Jira for this sprint

Sprint burndown chart

Sprint: SG3 Sprint 4
Estimation field: Story points

Date - 13 October 2021 - 24 October 2021

Remaining work — Number of story points left to complete this sprint
Guideline — Ideal burn rate

Now as you can see at Oct 20, the team member accidentally checked off the incorrect user story causing the burndown chart to not indicate our true work progress. We tried to edit this but realised that it wasn't possible. All that being said, the sprint burndown chart indicates how as a group we were able to implement all the remaining user stories starting with the most difficult ones at the start which was time consuming then was able to refactor/enhance all changes necessary at the end.

Also please note that we have successfully completed the sprint today (23/10/2021) so it takes Jira a day to properly update the sprint burndown chart (as discussed with Reza in our meetings)

4. Lessons Learned

Lessons learned was by letting Reza aware of all difficulties we went throughout this milestone to ensure all problems are solved early as possible. Letting our tutor Reza aware of all difficulties and questions needed to be answered helped our team implement all the user stories successfully in the respective time even though we were in completely different time zones. We also learned that whenever we are stuck on a difficult part of the implementation, it helps a lot when we meet together to solve the problem rather than trying to solve everything on your own.

5. Final Thoughts

Things to keep will be our constant communication throughout all milestones which gave us the ability to be able to successfully implement every user story at such a high level and to have a positive mindset with everything despite what's been happening with these difficult times

Things to change would be if we had the opportunity would be too able to meet frequently face to face rather than doing everything online in completely different time zones. I feel like that would have made meetings much easier to schedule and given us the opportunity to be able to solve problems together in person.