

Project Sprint Retro Notes

Team: up-sep

Sprint: #3

Date: 23/10/21

Attended: All

Scrum Master: Timothy Tran

Product Owner: MD

Development team: Nandini Nair, Victoria Kokurin, Noel Matthews, Kyriecce Dam

1. Things That Went Well

We really understood our strengths and weaknesses in this sprint. We also took on board feedback from Milestone 2, and Sprint 2 Retro. This included seeking out help if required. It was great to see people sharing experience and ideas as we moved towards final implementation.

2. Things That Could Have Gone Better

Unfortunately, whilst so much went well, we also had our share of unavoidable setbacks including illnesses and exam workloads. This certainly impacted on the organisation of this sprint, but we dealt with it well.

3. Things That Surprised Us

With so many tools and lots of programming under our belt, it was easier to implement microservices. This seemed like a daunting task at the beginning of the semester.

4. Lessons Learned

All projects and jobs come with unavoidable challenges. Dealing with them positively and proactively is important in maintaining a healthy working environment.

5. Final Thoughts

As this course comes to its completion, we all look back fondly on the time spent together. The late nights, chaotic early mornings, laughs shared, warm meetings and generally feel-good moments. What a great group.