4U Ticketing System Sprint Planning Notes

Team: **Group 3**

Sprint: **1**

Date: **9/04/2019**

Attended:

Scrum Master: **Cheng Long Liew**

Product Owner: **Larry Ho**

Development Team: **Cheng Long Liew, Larry Ho, Yixuan Wang, Jingbin Yin, Boyu Yuan**

1. Things That Went Well
- Coding was done smoothly
- Meetups was consistent
- Sufficient time to combine work together

2. Things That Could Have Gone Better
- More specific purpose for meet-ups
- Equal workload between team members
- Assign work that is needed by the client
- Less work on website design

3. Things That Surprised Us
- Time to research functionality is long

4. Lessons Learned
- Do research on how to implement a functionality before the sprint

5. Final Thoughts
- Team is able to meet regularly and work given is done
- The meetings do not have specific topics to talk about which wastes time that could be used for working on the project
- There are barely any functional requirements complete in the sprint backlog so the shippable product may not be submittable to client