<u>**4U Ticketing System Sprint Retro Notes**</u>

Team: **Group 3**

Sprint: **3**

Date: **22/5/2019**

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

a. All members were able to complete almost all the task allocated although some required others' part to be finished first.

2. Things That Could Have Gone Better

a. Late Discovery creating the website
B. Did not discuss implementation for database well enough
C. Code was very redundant and repetitive.

3. Things That Surprised Us

a. We managed to put together a pretty good website. All members participated in the coding which was very good. Involvement was certain.

4. Lessons Learned

The team should be more aware of time management and should communicate more with team members to keep them in the know.

5. Final Thoughts

Time management was decent from all members although sprint was delaying a few days due to late information in building and implementing the website.