Retrospective and Action Plan
Sprint 15

Sprint Velocity

- Number of story points completed in one Sprint 3/12 - 3/18
    - Velocity = 60.5

What did we do well?

- Jason: Communicated with client for better understanding of what we need to change for our project plan and proposal so we can better schedule what we are delivering and when.
- Gio: Was able to communicate with the client that I was unable to deliver a code review.
- Jesus: Hit a huge amount of progress, and got further instruction on what we are supposed to implement and correct
- Vi: Running Deadline
- Rainier: I feel like I completed the most progress towards the product this sprint than any other sprints this semester. Breaking up the tasks and assigning them based on what we can actually complete makes the project seem achievable rather than dumping a whole feature for a sprint.

What could we improve on?

- Jason: Personally, I didn't have a lot done on the week which negatively affected team progress.
- Gio: I should've added a task I could complete while waiting for my code review to finish so I wouldn't have been blocked.
- Jesus: I should have preemptively started implementation prior to this week, I had to cram a huge amount of effort in a short amount of time
- Vi: Start early or at least according to schedule
- Rainier: Even though we did not achieve 100% sprint completeness, we were able to get more out of our assigned tasks

How do we fix it?

- Jason: finish our Project Plan Proposal and BRD changes this sprint so allow for visibility of our schedule.
- Gio: Add task from product backlog that are small enough to complete if you know you are going to be blocked

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- Jesus: Set more granular deadlines with team, as to when we want certain tasks to be completed, then meet those deadlines
- Vi:Stop procrastinating
- Rainier: Try to push each other more to get their tasks finished and not have monolithic tasks.

<u>Action Plan</u>

From our previous retrospective, these were the goals we set.

- **Goals for Sprint 15**
    1. Achieving our average velocity of 60 or more.
        - In order to ensure we are doing at least an average amount of work.
    2. Achieve only 20% error on our error trend graph
        - To ensure we are doing work efficiently and targeting weaknesses in our abilities

For the majority of the team, we were able to complete both of the goals aside from a couple tasks that needed more clarification and research, thus it was a successful sprint. We were able to achieve an >60 velocity as a team and worked efficiently. Sprint 16 we are looking to expand on this by expanding on the goals.

- **Goals for Sprint 16**
    1. Have an velocity of 60 or above
        - To ensure we are doing average amount of work this sprint
    2. Present Vehicle Profile Marketplace 3/25 for code review
        - To continue to finish features of our project
    3. 30% or below for Error trend chart
        - To ensure we are doing work efficiently and targeting weaknesses in our abilities