Sprint Retrospective

Iteration #2

Context Project	RDB					
Group	Chainable Technologies					
			In hours, per person	In hours, per person		
User Story #	Task #	Task Assigned to	Estimated Effort per task	Actual Effort per Task	Done	Notes
Refine the Product Planning	High-level product backlog	Isha	1	1	Yes	
	Roadmap	Isha	1	1	Yes	
	Initial release plan	Isha	1	1	Yes	
	Definition of Done	Isha	0.5	0.5	Yes	
	User stories	Isha	2	1.5	Yes	Carried over from last sprint
Build a basic GUI	Research in Android UI	Isha	5	4	Yes	Not very experienced with Android, will take a while to get me started
	Send a challenge	Isha	1	0	No	Only the UI aspect
	Create a configuration screen where the user can enter his details	Isha	3	0	No	Only the UI aspect
Create IBAN validator	-	Richard	2	3	Yes	
Refine the Product Vision	Abstract	Erik	5	2	Yes	
	Customer target and needs	Erik	4	2	Yes	
	Explaining technical terms	Erik	2	1	Yes	
	Adding references	Erik	2	1	Yes	
Create a Bank interface #42	Design bank interface #51	Jos, Richard	5	3, 4	No	Should have split more
	Build bank interface #52	Jos, Richard	6	6, 2	Yes	
Implement Bunq #43	(no task)	Jos, Richard	8		No	Should have split more, also async discovery
	implement get transactions	Richard	4	14	No	Most of this was bug fixing and research which we should make diffrent tasks for
	Create bunq connection #55	Jos	3	9	Yes	
	Implement bunq http connection system #74	Jos	2	13	Yes	
	Research Async-code #72	Jos	4	10	Yes	
Implement a mock bank #44		Jos, Richard	8	1, 1	No	Should have split more
Add PMD, Checkstyle and Findbugs #32		Matthijs	2	5	Yes	some bugs arose without much information on how to fix them.
Add code coverage #33		Matthijs	1	1.5	Yes	
Implement challenge/response #40		Matthijs	15	15	Yes	Multiple iterations, settled on static implementation.
Project Related						
Interaction Design	Lecture	Isha, Jos, Richard, Matth	4	4	Yes	
Stakeholder meeting	Stakeholder meeting	Isha, Jos, Richard, Erik	0.5	0.5	Yes	
Project skills	deliverable 1b	Isha, Jos, Richard, Erik	0.5	0.5	Yes	
Creating product backlog/planning		Richard	1	1	Yes	
Update Architecture design	document	Jos, Matthijs	0.5	0.5, 0.1	Yes	

Main problems encountered

Estimation of the stories and task lengths was bad

Description	The user stories were too long, and too broad. Almost no user stories were done because the stories were too long.
Reaction	We need to split up the big user stories, to make smaller user stories with smaller definitons of done.

Presence at the daily stand up

Description	Not everyone is present at the daily stand up which makes communication more difficult and intervening harder in case of missed deadlines.
Reaction	

Communication: when deadlines were missed the team members were not informed

Description	The other team members were not informed when deadlines were not achievable by the assigned members.
Reaction	Use intermediate deadlines througout the week so it becomes clear when things are taking too long.

Story defintion and pull request

Description	The stories should be able to generate 1 pull request whch was not the case this time since there were multiple on the same branch
Reaction	better definition of stories and usng more branches