SuperPrice Sprint Retro Notes

Team: P1-03

Sprint: 2

Date: 07/10/23

Attended: Daniel Azoor, Brian Tran, Tyler Xia, Michael Xie, Andy Than

Scrum Master: Brian Tran

Product Owner: Tyler Xia

Development team: Daniel Azoor, Michael Xie, Andy Than

## 1. Things That Went Well

*We once more feel we allocated work amongst ourselves quite well, with all team members being able to productively contribute to the project’s success. We each had our areas of work that we felt most comfortable in, and being able to work largely in those areas made us very effective. We were also again pleased with our communication through this sprint.*

## 2. Things That Could Have Gone Better

*We found some of the requirements of this sprint to be rather difficult, mainly deployment. This was an area that none of us were familiar with and took more time than any other steps of our implementation to grasp and start working on.*

## 3. Things That Surprised Us

*This being the third and final sprint of this project, we found we’d become quite familiar with the process and its complexities, and so were fortunate enough to not encounter any significant surprises throughout this sprint.*

## 4. Lessons Learned

*As previously mentioned, throughout this sprint almost everything proceeded as expected, with no major learnings to take away into our work beyond this course. We believe we that luckily the majority of errors and learning opportunities occurred in our first two sprints, making this last one very uneventful.*

## 5. Final Thoughts

*We have all found scrums/sprints to be a fascinating way to progress through a software solutions planning and development. We all suspect we will be greatly benefited in holding onto this knowledge for when our professional careers begin after we complete our degrees, as we suspect was the intention of this class.*

Do not write more than 2 pages for each of the sprint. Replace the the highlighted yellow hints by your text.