# Sprint Retro Document

“A retrospective is anytime your team reflects on the past to improve the future. Between technical and non-technical teams, you can retro on just about anything!” - <https://www.atlassian.com/agile/scrum/retrospectives>

## Outcomes

The purpose of the sprint retrospective is to evaluate what went well during the sprint and what could have gone better. After the retro, you should come up with some action items of things you can improve for your team during the next sprint.

## Steps

The sprint retrospective should serve as a way to make sure your team and its processes get better and better after each sprint. Think back on the different aspects of the sprint: did you plan properly, did you complete all your goals, were there any blockers stopping you from completing your goals, etc. Pick apart those aspects to determine what went well and what did not go well. Based on that, your team can identify “action items” - changes you can make to your team’s process in every subsequent sprint to improve your efficiency and better achieve your goals.

1. **What went well?** - Identify the positive aspects of your sprint. This may include good planning during sprint planning, efficient resolutions to blockers during stand ups, etc. Also take this opportunity to give kudos to your team members if you think they did an especially great job during the sprint.
2. **What could have gone better?** - Identify the not so positive aspects of your sprint. This may include goals that were not met, bugs that came up, etc. Keep in mind not to place blame on any individual, but rather to focus on what the sprint team collectively could improve.
3. **What did we learn?** - Identify what your team collectively or you individually learned during the sprint. This could be a technical skill that you had to learn to complete your goals or something you learned about the product or project process.
4. **What are our action items?** - From the answers to the above questions, identify your sprint action items. These should be formed from your past experiences in this sprint and should be as detailed as possible. For instance, if you did not meet your goals this sprint, an action item could be to spend more time in sprint planning thinking about what is actually achievable. If you found that stand ups were aimless, an action item could be to time box stand ups to 15 minutes to encourage more focused conversations.

## Team Name - **JobQuest (Group 17)**

## Sprint Name - **Penguin Sprint**

Answer the first three questions before moving on to your action items. There should be at least one item per the first three questions with a minimum of four items total, so at least one question will have more than one answer. In addition to an answer, list which team member contributed that answer. Once complete, move on to your action items, which you should write as a team. Come up with at least two action items.

### What went well?

* **Ayman -** With Helly being busy last sprint and not wanting our Website’s UI & design to be barren before showcasing to another group, Cade and I stepped up. To prevent Helly’s absence from being a blocker for anything else, I researched some templates and set up a simple but nice theme for the website. Kudos to Cade for helping me to change the theme for the rest of the web pages.

### What could have gone better?

* **Nick -** We assigned a lot of tasks to do in the previous sprint and ended up too busy to complete them all. A few of them ended up rolling over to the current sprint, giving us more to do.
* **Cade -** There were plenty of bugs and troubleshooting to deal with when combing our branches, and that took up a lot of time that could’ve been spent finishing other web pages.

### What did we learn?

* **Nick -** I learned more about using Django for the backend server of our product.
* **Cade -** I learned how to save the responses generated from the OpenAI API.
* **Ayman -** I fully used CSS for the first time and learned how to implement some basic designs.

### What are our action items?

* **With how simplistic the use of our product is, we haven’t really been writing tests or utilizing our user stories yet. We definitely need to sit down during our next meeting and create some better test cases now that our product has some functionality. This could help us make the direction taken through the website a lot more cohesive to the user, and assist us in finding where bugs may have been created throughout this last sprint.**
* **Some tasks we have to do are clearly easier than others, but it’s also harder to balance because we all have different experience levels with the things needed to make this product. Especially because we chose not to have a leader, we need to get together and discuss the difficulty level of each task and have everyone do their fair share. If we continue using the T-shirt size system, we want to judge and assign those more fairly and efficiently.**