

# SPRINT REVIEW MEETING - PA4



## I. MEETING MINUTES

<b>Date:</b> May 24th, 2024 <b>Time:</b> 11am - 11:40am <b>Location:</b> University Campus	<b>Attendance:</b> <ul style="list-style-type: none"><li>- Nguyễn Tấn Phát</li><li>- Nguyễn Trọng Phúc</li><li>- Nguyễn Dương Trường Sinh</li><li>- Nguyễn Thị Ngọc Châm</li><li>- Trần Minh Triết</li></ul> <b>Absent:</b> None
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## II. AGENDA

- Review the last sprint
- Team building

### 1. REVIEW THE LAST SPRINT

- **What went well.**
  - Cooperated and completed PA4 on time.
- **What problems and what caused the problems.**
  - The time to revise Logical View (Section 4 of the SAD) is quite rushed due to waiting for feedback from the TA.
  - There is not much time to design all the user interfaces.
- **What can be done differently in the next sprint to improve the project?**
  - Seek Timely Feedback: Proactively reach out to the TA earlier to ensure timely feedback, allowing more time for revisions.
  - Prioritize Tasks: Prioritize critical sections, focusing on the most impactful elements first.
  - Contact the teacher when having difficulties and questions.
- **What lessons we could learn?**
  - Learning how to use user interface design tools.
  - Iterative Development: Adopting an iterative approach to both design and documentation allows for continuous improvement and adjustments based on feedback, rather than waiting until the end.
  - Flexibility: Being flexible and adaptable in response to delays or changes can help maintain project momentum and ensure that key deliverables are still met.