Condospective

Introduction

Firstly, coming into this sprint, our initial expectation was to establish a clear vision of our product vision and the overall mission behind this project. To do so, it was important to identify the stakeholders and their interests. Secondly, it was important to ensure that all team members understood the requirements and constraints this project was to be built on. User stories helped immensely with that since they highlighted the key aspects of our project. Finally, multiple team meetings and significant research have been conducted to establish which tools and architecture our project was going to be based on.

What went wrong

1– New tools and technologies

One of the most challenging parts of this sprint was the choice of the appropriate technologies, databases, and frameworks to use. Due to the vast and constantly evolving landscape of available tools, it was challenging to navigate through the multitude of options and determine all together which ones best suit the project's requirements.

The difficulty in adapting to new tools has led to long meeting hours as well as delays in development, impacting our project timelines. To address this issue, the team made sure all members spent additional time becoming comfortable with the new technologies needed for this project.

A method that should have been implemented from the beginning is pair programming. Encouraging pair programming sessions within the team would have facilitated faster adoption of the new tools and promoted mutual learning.

2 – User stories

One aspect that did not work well during the development is the development of user stories. This issue occurred, because of a possible lack of prioritization during the sprint planning sessions regarding the most valuable features for the end user. The user stories seem to be divided into small distinct parts instead of providing one clear objective.

This led to complicating the sprint planning sessions, making it difficult for the team to accurately estimate the effort required for each task and allocate resources accordingly. To fix this issue, the team conducted refinement sessions to review and determine how to refine the existing user stories in the upcoming sprints. The granular user stories will be broken down into more manageable and clearer chunks.

A method that could have been used to avoid this issue is the use of story mapping techniques. These techniques could help visualize the flow of features and user interactions, allowing the team to identify and prioritize high-level user activities rather than getting bogged down in overly detailed tasks.

3 – Codebase and Testing

Another aspect that presented challenges during this sprint was the effectiveness of the codebase. Indeed, the codebase was not as appropriate and efficient as anticipated, leading to challenges in testing and quality assurance efforts. This aspect occurred due to a lack of code reviews and limited resources for refactoring.

This issue caused increased time and effort required for testing and reduced overall test coverage. To address this, the team conducted a code quality assessment to identify areas for improvement and prioritize refactoring efforts.

Improvement could have been made by allocating more time for code refactoring and optimization from the start of code-writing.

4 – Uno Platform

The Uno Platform is an aspect that did not work for the development of this first sprint. This happened due to this platform's insufficient documentation, making it difficult for the team to understand and utilize its features effectively.

The impact included increased time and effort trying to adapt to the new platform and the likelihood of errors or misuse of Uno's platform's features. To address this issue, the team conducted a thorough review of existing documentation to update the outdated information about the platform.

More in-depth research on the platform's documentation could have been done before choosing the platform.

5 – C# experience

A challenge that the team encountered was the lack of experience of some team members with the new technologies introduced for this project. This occurred due to factors such as the limited exposure to C# in previous projects and the limited time assigned to achieving the deliverables.

This aspect has led to slower adoption and learning curves, delays in task completion, as well as increased workload on specific team members. To fix this issue, the team has leveraged online resources and documentation to provide additional support. Furthermore, the team has assigned tasks based on team members' strengths and areas for growth, allowing for gradual hands-on experience.

Improvements could have been made by conducting a skills assessment at the outset of the project to identify the gaps within the team. Based on that assessment, the choice of language used for this project could have differed.

What went right

1 – Good pace

One aspect that did work well during the development was the pace at which our team worked during the sprint. This good pace in executing tasks can be attributed to effective sprint planning and task breakdown. Initially, our team invested sufficient time to define clear sprint goals, prioritize tasks, and break them down into manageable units by assigning them to all team members.

The good pace in executing tasks resulted in increased productivity, allowing our team to deliver more value within the sprint timeframe. This positively impacts overall project progress and contributes to meeting project milestones and deadlines. To address this aspect, our team prioritized tasks based on their importance and urgency, focusing on high-priority items first to ensure maximum value delivery within the sprint timeframe.

While the good pace in executing tasks is commendable, there is always room for improvement. Identifying and mitigating risks that could potentially impact task execution could've helped maintain a more consistent pace throughout the sprint.

2 – Continuous Monitoring

An aspect that worked well during the development is the continuous monitoring and adjustment. This aspect was well executed due to clear and open communication among team members. Regular meetings and updates on task progress helped keep everyone aligned and

focused on their respective responsibilities. This could include reallocating resources, re-prioritizing tasks, or providing additional support to team members as needed.

By doing so, our team was able to adapt quickly to evolving requirements, priorities, and challenges. It enhanced our ability to stay aligned with project goals and respond to changes in the project environment. To address this aspect, daily stand-up meetings were conducted. These meetings have provided an opportunity for team members to share updates, discuss progress, and raise any issues or concerns.

However, a better and more constant use of the Jira platform by all team members could've helped document our progress.

3 – Agile Methodology Implementation

The implementation of Agile methodologies worked well during the development. This aspect occurred due to clear understanding and commitment from the team. Agile principles such as iterative development, frequent feedback, and adaptive planning were embraced and integrated into the team's workflow.

The impact of effective Agile methodology implementation included increased productivity within the team, as well as improved collaboration among all team members. To ensure this implementation, the team established daily stand-ups and sprint planning meetings. Furthermore, regular retrospectives were held to keep up with the team's processes and identify areas that needed more work.

This implementation could have been better by strengthening communication channels between the different parts of the sprints. For example, if some members finished earlier than anticipated, and other members needed help with their parts, teammates should be able to move from part to part to help each other.

4 - Team Communication

Good communication was a key aspect during this sprint. Clear and transparent communication channels were established through the use of Slack and Discord. These channels encouraged team members to communicate openly and proactively share updates, questions, and concerns.

This aspect improved coordination between team members, reduced misunderstandings, and enhanced overall team cohesion. Also, it ensured everyone was aligned with the sprint goals and aware of their responsibilities, which led to higher productivity. Team communication was addressed by setting communication expectations from the start of the project and encouraging active participation in team meetings and discussions.

To further improve communication, the team could have implemented more structured guidelines for providing constructive feedback.

5 - Collaborative Problem Solving

An aspect that did work well during the development is Collaborative Problem Solving. Each member of the team brought unique perspectives and problem-solving approaches to the table.

This aspect increased creativity, faster problem resolution, and a stronger sense of ownership and accountability among team members. To address Collaborative Problem Solving, the team organized brainstorming sessions and workshops to generate ideas collaboratively.

To further enhance Collaborative Problem Solving, the team could organize more opportunities to share knowledge and expertise such as in-person meetings.

Conclusion

In conclusion, the team has encountered both successes and challenges in equal measure. One of the main takeaways from this sprint is the importance of effective communication and collaboration within the team. Despite facing obstacles such as technical complexities and time constraints, the team's ability to work together, share knowledge, and support one another has been instrumental in overcoming obstacles. Additionally, the team has gained a deeper understanding of the technologies and processes involved, highlighting areas for improvement and growth as this project continues. Finally, this sprint has highlighted the significance of adaptability when encountering hurdles. As the team navigated through unfamiliar territories, all team members demonstrated their ability to learn quickly, pivot when necessary, and remain focused on the project's requirements.