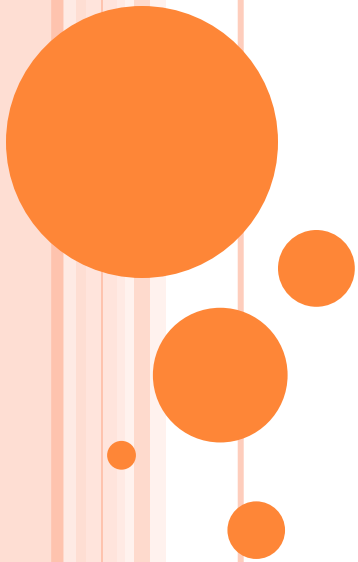


SE2 – TEAM 15

Retrospective Sprint 1

-

Demo Project



TECHNOLOGIES USED - REVIEW

- Spring boot application with JAVA (back end)
- HTML pages + JS (front end)
- H2 Hibernate DB (DBMS)



PROCESS

MACRO STATISTICS

- Number of stories committed: 3
 - Number of stories done: 1
 - Total points committed: 6
 - Total points done: 2
-
- Number of hours planned(as a team): 13h
 - Number of hours spent (as a team): 42h



PROCESS

DETAILED STATISTICS

- Hours per task (considering only completed tasks)
 - average: 4.7h
 - standard deviation: 2.7

Id Story	Num. of Tasks	Points	Tot. Hours Est.	Tot. Hours Spent
Q2	3	2	5.5h	12h
Q3	3	1	3.5h	7h
Q5	3	3	4h	14h

Task estimation error ratio : 0.39



FEW CONSIDERATIONS ABOUT STATISTICS

- Note that the total number of hours spent working on each story is 33h, that is less than the total number of hours spent for the sprint(42h). This is due to the fact that the 9 hours spent by the team to learn the environment and review the code were not included in any story, but obviously should have.
- As evidently shown by the previous table the estimations on hour were quite wrong, due to the fact that the team didn't think about all difficulties that they would have had to overcome
- As shown by the std deviation, tasks should be better studied since some of them are very long respect to others that are too short.
- The estimation error ratio is quite high as well, due to misestimations of hours



QUALITY

- ***Unit Testing***

- Total hours estimated: 2h
- Total hours spent: 0h
- Nr. of automated unit tests: 0

- ***System Testing***

- Total hours estimated: 0h
- Total hours spent: 1h

- ***Code review***

- Total hours estimated: 0h
- Total hours spent: 1h



CONSIDERATIONS

- Unit testing was included in the stories, but the team couldn't perform it since it spend too much time on other tasks
- System testing and Code review, was performed by the team but wrongly not included in any story.



ASSESSMENT

Repo of Stories

Did you complete all planned stories? If not why?

- No, we didn't. We did not complete the unit testing part because we spent too much time learning the technology. Therefore we chose to avoid the testing part since there was no time to perform it.



ASSESSMENT

Repo of Error estimation

What caused your errors in estimation (if any)?

- As shown before the team made quite many time estimation errors, probably due to the low experience of everybody. In particular, the team didn't consider enough the time spent to coordinate the work, and mostly to learn the environment and the technology. Indeed, the problem here was probably related to the fact that the team should also consider the learning phase in the story planning.



ASSESSMENT

Lessons learnt in this sprint

What lessons did you learn (both positive and negative) in this sprint?

- We learnt that we should spent more time in defining tasks and we should assign them in a wiser way. We also learnt that we need to write code as clean as possible for better team-work. Moreover we understood that stories must be as scorrelated to each other as possible, in order to allow the team members to work in parallel.
- The team is supporting and well embraces advices from each member, we all learnt to not be scared of proposing or suggesting changes in anything.



ASSESSMENT

Improvement goals

- More team coordination: in order to be more productive we need to coordinate well tasks, so that anybody can work on its jobs from the beginning of the sprint
- Technical documenting: in order to have a nice clean code, that anybody in the team can understand without continuously asking for explanations.



WHAT WE LIKE ABOUT US?

- Friendly group that gets along well
- Good diversified technical background that we share with each other and makes the team more skilled.

