Team creation tool Sprint Retro Notes

Team: B1-3

Sprint: 2

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1. Things That Went Well

We have completed all Sprint 2 requirements and fixed the errors in Sprint 1. Also, time management is better than before, we provide the plan before the meeting, which makes us reduce the time of the meeting. We also went a step further and used the Trello Board's reminder feature to ensure that all work was completed on time.

2. Things That Could Have Gone Better

Meetings: Have more participation in the meetings, to improve collaboration and facilitate a forum for better dialogue. Some members were not able to join due to work commitments which should have been voiced. Additionally, tools to mark out team member availability could have been introduced to amend this area.

3. Things That Surprised Us

We found that Java's Collections provides a lot of methods to make our code simpler and clearer. By using them, we can develop more efficiently. Also, JavaFX has a very convenient logic for font handling, which allows us to output formatted strings to the screen with the same spacing.

4. Lessons Learned

Team Management: As mentioned before in section 2, introducing team management tools would have been useful to better align our different schedules. This would have helped with completing WPC and discussions of implementation.

More Java Features: More thorough use of Java Collections methods to improve code readability, reusability, and maintainability.

5. Final Thoughts

Things to Keep: Current time management method and the use of various features of the Java programming language.

Things to Change: Introduce a spreadsheet where members fill out their availabilities throughout the week to ensure that we can set meetings more appropriately to include more member participation.