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CSC 424 – Software Engineering II

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Prof. Lindy Nelson

Sprint Retrospective – Sprint 2

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I. What went well?

Communication got better. Scrum master prompting helped team remember to get work done. Work meetings were more focused.

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II. What went wrong?

Miss-estimation of when and how much team members could get done. Team members inexperience makes it difficult to create product backlog and accurately estimate work required for different tasks.

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III. What can we improve?

Future stories should be more specific and manageable. Team members need to reach out sooner when encountering issues. Team members need to communicate about roadblocks and conflicts of interest as soon as possible with team.

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