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CSC 424 – Software Engineering II

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Sprint Retrospective – Sprint Three

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## **I. What went well?**

Everything for this sprint got done without anyone having a large excess of time they could have worked; this means that the team is getting more accurate with their estimations of what they can get done in a sprint.

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## **II. What went wrong?**

During our Sunday afternoon meeting at Quickly in D'Iberville, one of our team members couldn't be physically present. Our team had agreed that, in the event anyone couldn't make it to the meeting location, they would be able to hop on Discord so they could participate via voice chat. This was the first time we have had to try that, and the team member who could not be present could only hear the person immediately in front of the computer. This meant that either the person in front of the computer had to repeat everything that was said or the person who wasn't physically present couldn't hear what the other team members were communicating.

The other issue our team had this sprint has been persistent throughout this release – there has been a lack of consistency in communications between team meetings. This leads to team members getting frustrated over lack of response via certain communication channels, while other team members thinking everything is fine since the communication channels they are checking don't have any messages.

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## **III. What can we improve?**

We have three points we want to improve on in future sprints. First of all, our web pages have inconsistent design. We have added a story to the sprint backlog so that, in a future sprint, the website can have a creative overhaul. Our next improvement is to try and have each team member finish their work before our team meeting on Sunday. This will allow the entire team to be familiar with the

material before it is presented on Monday, and ensures that everything will be complete and approved by the Product Owner before the end of the sprint. The final point on which we will improve is that the Product Owner will be responsible for moving items on Trello from "waiting for approval" to "done" after they approve a story.

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