

Project Sprint 0 Retrospective Notes

Team: Fri.10.30.3

Sprint: 0

Date: 2020 / 08 / 13

Attended: Man Hou, Todd Byrnes, Arone Sasau, Dylan Dimkovski, Tein Hwlar Phyu

Scrum Master: Tein Hwlar Phyu

Product Owner: Arone Sasau

Development team: Man Hou, Todd Byrnes, Arone Sasau, Dylan Dimkovski, Tein Hwlar Phyu

1. Things That Went Well

Creating user stories and product backlog, our team created more than 20 user stories and for each of them, we created acceptance test as well.

Meeting minutes, besides the meeting during the lab every week, our team have two more meetings on Monday and Thursday. Each meeting only takes about 15 minutes, but it keeps everyone on the same page.

Creating API, we created three APIs to adding 3 different types of user into database. This helped us verify and proof the technique we are using. After creating those APIs and some classes, we have a clear understanding of the whole structure of our backend.

Planned of sprint 1, sprint 0 is more about user stories and there is not much implementation tasks. During the sprint 0, we chose some of the user stories from product backlog, then divide those user stories into tasks that need to be done in the next sprint.

2. Things That Could Have Gone Better

User stories do not cover all the functions in the specification. We will add more user stories during our implementation.

We could not estimate the time spending on each task accurately. This is due to the project involves some new frameworks that we are not familiar.

3. Things That Surprised Us

We moved from Trello to ClickUp, we were using Trello at the beginning, then when we need to divide the user stories into tasks, we found out that you cannot assign tasks to a teammate in Trello unless you paid for that feature. So, we decided to move our project from Trello to ClickUp.

Inheritance hierarchy, during the development of APIs, we found that the class hierarchy in Java cannot directly mapping to the database. After reading the documents of spring boot, we decided to use single table strategy, which could map all the sub class into one table. (Because the username should be unique upon three types of user.) However, we have no knowledge about whether those three types of user could have many to many relationships between each other.

Product backlog, we did product backlog in a wrong format and we had to redo our work with the right template.

4. Lessons Learned

Obviously, we need to do more research on Spring Boot and React framework to implement our sprint plan into practice.

5. Final Thoughts

We need to keep having 3 meetings each week (Include the weekly lab session) to keep everyone at the same page and make everyone understand what they need to do and the progress of the project.

In the sprint 0, we did not use the collaboration tool such as ClickUp every often. Instead, we treat it as an online notebook more than a collaboration tool. In the coming sprints, there will be development tasks which needs our team working together and we can make a good use of ClickUp to enhance the efficiency of our productivity.