Project Sprint 1 Retrospective Notes

Team: Fri.10.30.3

Sprint: 1

Date: 11/09/2020

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

Our team was able to develop the core of the front end with little-to-no issues. This was thanks to the work of a couple members who developed their versions of the website wireframe which assisted in our team grasping the aesthetics of the website with ease.

In addition, our team member Man has done a great job in developing the back end with keeping every piece of information in mind for the system to function. Relationships in the database needed to be present for the effective implementation of the relational database design to succeed.

2. Things That Could Have Gone Better

Further communication from team members including what they had completed and their processes along with how far they were able to go would go a long way in ensuring the team is on the same page in terms of development. At times it would be relatively vague as to what was completed which caused a little confusion.

Additionally, after weekly meetings during our lab classes our team would sometimes be a little confused as to what was expected of us in the following week which left us spending some time trying to chase down the exact requirements for the following week.

3. Things That Surprised Us

There were a few things that surprised us throughout the first sprint that either halted or aided our development of our system. One thing that surprised us was the ease of use of Enzyme within the project. Enzyme seemed quite difficult to comprehend however after some brief research, our team was able to implement appropriate testing with the technology and overall was not too hard to apply.

Another thing that surprised us was the difficulty of accessing the back-end data and applying it to the front end. Some of our team members had issues with accessing the backend data for the front end which came as a surprise to some of the team.

4. Lessons Learned

As a team we are constantly improving our communication skills and as we get more comfortable with each other and our workflows we should be able to work more cohesively as a team to further develop the project.

Team members are also getting more comfortable with the technologies in play within the project with the use of Spring Boot and React.

Additionally, it would benefit our team if we utilised the ClickUp more often ensuring that the delegated tasks are being moved accordingly.

5. Final Thoughts

Our team will consistently meet on Mondays (5:00 pm), Thursdays (5:00pm) and during our lab classes on Friday (10:30am) where we constantly touch base with one another to ensure tasks are being worked on. These three meetings per week help in understanding each other's progress and if issues arise, they can be taken care of relatively quickly.