

Project Sprint 3 Retrospective Notes

Team: Fri.10.30.3

Sprint: 1

Date: 09/10/2020

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

Within sprint three, our teamwork as a group was quite good. Team members were attentive in meetings and always asking questions of each other and ensuring we were all on task. Additionally, when team members required assistance or clarification on certain topics or technologies, our team was open to discussing and teaching each other which allowed all members to be on the same page of development.

2. Things That Could Have Gone Better

Throughout this sprint there was a slight miscommunication with the way the backend APIs were setup. Once agreed upon naming conventions of key variables were sometimes changed which made certain functions difficult to implement. Luckily during our meeting times (which were often) or a random message thrown to the group chat would allow for these issues to be resolved.

Once thing that also may have been better managed throughout this sprint (and previous sprints) was the continuous involvement of ClickUp. Our team seemingly updated the ClickUp page once a sprint was over compared to the correct way to do it when a piece of functionality was complete.

3. Things That Surprised Us

Nothing major surprised us throughout the final sprint, considering most of the key development was established in the prior sprints. However, looking back at things, we are surprised that a team of five people was able to create the project that we have done throughout this semester and we are relatively proud of what we were able to achieve.

4. Lessons Learned

During the third sprint we further learned and understood more key factors of the agile framework that will surely be useful moving forward such as understanding each other's limits and capabilities and ensure that the whole team understands key concepts and variable names prior to splitting into minor teams.

We also learned more about the bootstrap framework and how it can interact with our system and how to further harness its power throughout the development cycle.

We also understand that regularly updating the ClickUp board in the future is vital for a successful project implementation.

5. Final Thoughts

With our final sprint coming to a conclusion, we are proud as a team of what we were able to accomplish despite adversity that many other individuals and teams would be facing throughout the semester with COVID-19 and trying to juggle various courses at the same time. We are grateful for the opportunity to work together in this team to showcase what we were able to do.