# Planning.

Team: Friday-4

Sprint number: 2

Date: 4/9/2020

Attended:

Scrum master: Harrison Burr

Product Owner: Homy

Development Team Harrison Burr, Jasper Huang, Michael Lyberopoulos, Nikita Phung & Joel Tan.

## Goal:

At the end of this sprint, we aim to deliver a app that is representative of most of the projected intended functionality as described in the User Stories (see clickup).

## Duration:

2 Weeks.

## Vision:

* Complete user stories 6, 7, 8, 9, 10 & 11 from product backlog.
* Fill in gaps with the Booking implementation. (Front/Back end)
* Ensure that frontend implementation meets the requirements as outlined by Homy.
* Ensure that the frontend implementation is consistent in both aesthetics, behaviour and development strategy.

## Point Estimations:

See ClickUp.

# Retro.

Team: Friday-4

Sprint number: 2

Date: 21/9/2020

Attended:

Scrum master: Harrison Burr

Development Team Harrison Burr, Jasper Huang, Michael Lyberopoulos, Nikita Phung & Joel Tan.

## Things that went well.

All team members were able to complete a significant body of work in the time provided with minimal technical problems.

Communication between team members has been prompt and effective.

## Things that could have gone better.

The estimation of the difficulty of each task and user story could have been somewhat better. The task estimations didn’t line up well with the time and effort spent on each task.

## Surprises.

The team ran into some issues mostly related the interaction between React, Java and the HSQL/Hibernate technologies, issues mostly related to data types and unexpected side effects of some things.

Additionally some of the asynchronous behaviour present in the frontend proved difficult to manage and account for.

## Lessons learned.

It may be useful to spend more time on task estimation in the future, or possibly consult additional people about these task estimations to ensure that they are as correct as possible.

## Final thoughts.

Overall I’d classify this sprint as a success, some organisational issues during the second week may have caused issues for the team; overall however the team completed a large amount of work for the two weeks and created a good representation of what the final project will look like.