SEPT Sprint Retrospective Notes

Team: majorproject-2-thurs-18-30-5

Sprint: 0

Date: 8/8

Attended: Ali Khosravi, Carlo Manfredi, Donald U'Ren, Ge Lee

Scrum Master: Donald U'Ren

Product Owner: Ali Khosravi

Development team: Ali Khosravi, Carlo Manfredi, Donald U'Ren, Ge Lee

1. ### Things That Went Well

   Overall, we made a good progress which was caused by good teamwork and communication between team members.

   A significant number of user stories were created, covering almost key functionality outlined in the initial specifications across each type of user, including admin, customer, worker, and general user.

2. ### Things That Could Have Gone Better

   Fortunately, there were not any significant issues. However, we received some valuable comments from our client/mentor in regards to the quality of some user stories, which could be improved by considering the following points:

   a. For consistency, specific names for objects/entities/users in the project should be used. For example, choose one between "worker" and "employee" and use it in all user stories.
   b. Each user story must specifically target one type of user, and there should not be any ambiguity in regards to its purpose or functional requirements.

3. ### Things That Surprised Us

   As everything went well according to the team's plan for Sprint 0, there were no major surprises.

   In regards to Backend progress, Don was surprised by how long it would take and original under estimated task time or effort. Both creating the entity,

controller, and service for each class, and unit tests for all took a lot longer than expected

4. Lessons Learned

As this is mentioned above, consistency and clarification are of utmost importance because it could potentially prevent any confusion and major changes in the later stages of the project. Ensuring this clarity early on will save time and effort, as making these changes later in the development cycle is significantly more costly.

In regards to the backed progress, allocating more time for learning and going over tools would be important. Another important lesson is to allocate more time for completing the unit tests, rather than just for the functionality.

5. Final Thoughts

In conclusion, we should keep up the good teamwork and communication amongst team members.

Regular weekly meetings should be continued, and adjustments should be made in accordance with comments from the mentor/client.