Sprint 1 Retro

**Sprint:** Sprint 1

**Date:** 13/08/2020

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**Development Team:** Richard Gao (s3784324), Ryan McKeown (s3718888)

## Things That Went Well

*What went well? What is the team happy about?*

* Planning was good
* Organisation of work was clearly defined
* Communication was clear
* Homy’s tutorials were very educational
* Consistently delivered dependencies early
* Burndown chart was a great tool for tracking time

## Things That Could Have Gone Better

*What could have gone better? What could the team improve?*

* More utilisation of Notion
* Keep minutes while doing scrum poker, reasons for choosing values on each story

## Things That Surprised Us

*What wasn’t expected?*

* Workaround for Git Bash on Windows character limit
* Complications arising from importing Maven project

## Lessons Learned

*What did you learn from the points above?*

* Becoming acclimated to SpringBoot, React and Intellij
* Be mindful of folder structure on Windows given the character limit

## Final Thoughts

*What are things to keep?*

*What are things to change?*

* Greater use of Notion
* Add priority ratings to backlog