Sprint 2 Retro

**Sprint:** Sprint 2

**Date:** 15/09/2020

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## Things That Went Well

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

* Pair programming on Business class, service and repository

## Things That Could Have Gone Better

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

* More conservative estimate of time requirements
* Underestimation of difficulty of tasks
* More proactive utilisation of development time

## Things That Surprised Us

*What wasn’t expected?*

* Many-to-one and one-to-many relationships in JPA/Spring Boot
* Use of wrapper class when POSTing multiple objects in single request

## Lessons Learned

*What did you learn from the points above?*

* We need to account for underestimation of difficulty when we allocate tasks/choose from backlog
* Pair programming is an excellent tool for working through difficult problems

## Final Thoughts

*What are things to keep?*

*What are things to change?*

* Keep using pair programming when confronted with problems
* Keep pre planning of classes and database, visual representations were particularly useful
* More frequent communication of daily progress/blockers

## Unfinished work

A number of Sprint 2 tasks were left unfinished:

* User login & accounts
* Complete booking functionality
* Connection of front end to back end for login & bookings

These tasks have been moved to the backlog and will be tackled in Sprint 4, as Sprint 3 is focused on deployment (see Sprint 3 planning for more detail).