

Sprint Retro Notes

Team: Thursday Team 6

Sprint: 5

Date: 15/10/2020

Attended:

Politis, Theodore (s3661671)

Kodithuwakku, M.K. Dulshan (s3813354)

Williams, Jack (s3788167)

Rizzo, Julian (s3781198)

Alharbi, Ghaida (s3756970)

Scrum Master: Theo Politis

Product Owner: Jack Williams

Development team:

Rizzo, Julian (s3781198)

Alharbi, Ghaida (s3756970)

Kodithuwakku, M.K. Dulshan (s3813354)

1. Things That Went Well

- Communication increased over the last sprint which helped us progress and work more efficiently and effectively.
- The team worked quickly to add enhancement features
- We had an increase in meetings so that we could have a big push in development and for our next release

2. Things That Could Have Gone Better

- Our initial design of the webpage for refactoring made it hard to condense and wasn't very easy to refactor due to code being unorganised
- Planning of the refactoring stage and how to go about it in terms were to start as it was our first time
- Planning on analytics what to be displayed instead of assuming everyone knows

3. Things That Surprised Us

- There were issues with async that the page would load before the request was completed and we had to move some functionality to app.js to solve this which took a lot of time

- We had an issue with Lombok as it would say one of the getters was not implemented and none of us knew how to fix it because when we would move to a new machine the error would not exist from there and would be a spontaneous issue
- Due to change of code and refactoring some tests began to fail and some had to be modified

4. Lessons Learned

- Async can be hard to implement for a program that was never intended to have it, and we believe having redux used could have helped us from the begging and would have been better to plan in advance
- Refactoring isn't as easy as first thought and it took as time to get into it and get into a flow where the code would break when one person changed it

5. Final Thoughts

- *Overall once we got into a decent flow things began to run fluidly and the enhancement was done pretty quickly that allowed us to focus on other tasks, such as, bugs, document cleaning and deleting existing code that was redundant*