

Sprint Retro Notes

Team: 6

Sprint: 4

Date: 08/10/2020

Attended:

Politis, Theodore (s3661671)

Kodithuwakku, M.K. Dulshan (s3813354)

Williams, Jack (s3788167)

Rizzo, Julian (s3781198)

Alharbi, Ghaida (s3756970)

Scrum Master: Jack Williams (s3788167)

Product Owner: Theodore Politis (s3661671)

Development team: Kodithuwakku, M.K. Dulshan (s3813354)

Rizzo, Julian (s3781198)

Alharbi, Ghaida (s3756970)

1. Things That Went Well

- We managed to produce most of the functionality we aimed to, adding in the admins creating new employees and editing existing employee information, and adding the rostering change requests by employees.
- We also managed to get our CI/CD pipeline operational, currently our project will automatically deploy when we create a pull request to our master branch, building docker images, pushing them to our ecr instance and then autodeploys to our ec2 instance. When not pushing to master, we build on circleCi and test, but do not deploy.

2. Things That Could Have Gone Better

- Within this sprint we probably lacked on communication when compared with previous sprints. We still maintained constant communication and maintained our meeting schedules, however we definitely didn't communicate as often, meaning we probably didn't complete the work as rapidly as we potentially could have

- Our initial iteration of our spring backlog was probably not as detailed as our previous sprints, and we had to groom our backlog more thoroughly than previous sprints, so we definitely could have made our initial iteration a bit more detailed to avoid confusion as the sprint went on.
- Some of our allocated tasks did have a large degree of overlap, and we most likely could have allocated tasks better to avoid some of our work being dependent on each other's work.

3. Things That Surprised Us

- We were surprised by how difficult the creation of the CD pipeline was, it took a large amount of effort to learn how to create each stage in the pipeline.

4. Lessons Learned

- We definitely learnt how important constant communication is, up to this point we had effectively communicated since the groups inception, and by easing our standards slightly our development definitely reduced.
- We learnt how to create a CD pipeline.

5. Final Thoughts

- In future, we just need to maintain high communication standards, and maintain our standards of code quality.