

Project Sprint Retro Notes

Team: 2

Sprint: 0

Date: 16.08.202

Attended: Mitchell Slavik, Jason Song, Jonathan Vernik

Scrum Master: Mitchell Slavik

Product Owner: Mohamad Ali

Development team: Mitchell Slavik, Jason Song, Jonathan Vernik, Jack Doyle

1. Things That Went Well

- Team communication
- Consistent meetings with all team members being involved
- Effective use of click-up from all members working together
- Scrum meetings were hands on and insightful helping to better grasp how to proceed with the project
- Happy that the team is on track with the milestone/sprint requirements

2. Things That Could Have Gone Better

- The team wishes we could have gotten more involved with the code earlier
- There was a lot of confusion with how to go about setting up the planning processes and timelines
- Read ahead of the lectures and tutorials to ask for clarification on aspects we were unsure about
- Earlier scheduling of meetings

3. Things That Surprised Us

- That we were able to choose a partner to work with in our groups
- Surprised that early in the planned RMIT timeline the milestone and sprints didn't line up causing a bit of confusion when certain aspects of the project were due
- Losing a team member to unforeseen circumstances

4. Lessons Learned

- Always ask any questions you have during the tutorial so you can have a conversation with the tutor
- Gained further clarification on how to correctly write product backlogs\
- Numerous team meeting help to keep the team on track while also giving each member updates on our progress
- Setting up a weekly meeting schedule is beneficial to the individual members time management

5. Final Thoughts

- Keep up the multiple meetings each week
- We are on track and organized to get working on the development side of the project moving forward
- Nothing feels like it needs to be changed yet but this may change in future sprints
- Anticipate progress with only 3 members may prove to be challenged