Sprint Retrospective Notes

Team: 5.WED-16.30-6

Sprint: 4

Date: 18/10/2020

Attended:

Scrum Master: Midori Verdouw

Product Owner: Jason Song

Development team: Julian Tjiong

## 1. Things That Went Well

* More development progress compared to the previous Sprints; we have completed most user stories we planned for this Sprint (except US #8 and #17).
* The important features to make bookings and user login have been completed that can demonstrate a sequence of customer behaviour on the application.
* Two or three group members always attended regular meetings (at least twice a week) and continuous group chats were exchanged on Discord as required.
* Deployment to AWS has been achieved.

## 2. Things That Could Have Gone Better

* Continuous integration was not effectively conducted. Fixing unit tests required extra effort and so we could not receive the ‘success’ feedback even when testing personal GitHub repository with CircleCI.
* Continuous deployment could not be achieved.
* Quality of code and unit testing could be improved.

## 3. Things That Surprised Us

* Two group members were missing/inactive.
* The amount of work required/expected given that only one person takes the front-end tasks was unknown.
* Many issues arose in the process of manual deployment.

## 4. Lessons Learned

* Although this is a team project, it is still important that each member has a role and individually contributes to the team.
* Basic understanding about coding/platform but also about general knowledge or experience of tools such as CircleCI and AWS is important for the software development process.

## 5. Final Thoughts

* We should keep learning development tools and processes, as well as polishing our coding/testing skills.
* Each individual member’s contribution to the team is essential.