Sprint Retro

Team: TUES-18:30-1

Sprint: 0

Date: Date of the meeting

Attended: Liam McShane, Matthew Elliott, Ann George

Scrum Master: Liam McShane

Product Owner: Mohamad Ali

Development team: Liam McShane, Matthew Elliott, Ann George

## 1. Things That Went Well

*With a small group of 3, our team is more tight-knit, and communication between group members has been excellent.*

## 2. Things That Could Have Gone Better

*Although stand-ups have been regular, the scrum master could have been more prepared for our stand-ups in order to keep them short and efficient.*

*Appropriate division of workload could have been more targeted and effective; although the Sprint gave us an opportunity to learn each other's strengths and weaknesses, this was not capitalised upon, and instead of splitting the workload up based on our skills, we opted instead for equal division, which prevented members from doing targeted work on one item/category of the product backlog, and instead spread our focus between multiple things.*

## 3. Things That Surprised Us

*As the fine details and scope of the assignment slowly unfurled throughout the sprint, we found ourselves needing to adapt to the changing expectations. Although the agile methodology accounts for this, we had never experienced this in such a rapid timeframe.*

## 4. Lessons Learned

*We have learnt a lot about following Agile processes, and we expect future sprints to be much more streamlined as a result; Sprint 0 has been an excellent way to ‘clear the cobwebs’ and start to develop some momentum as a team. Liam has learnt about the necessity of preparation in order to be an effective Scrum Master; he will be focusing on this moving forward.*

## 5. Final Thoughts

*We feel quite comfortable with our team and the roles we occupy therein, and we plan on sticking with the current arrangement for future Sprints.*