

AGME Booking Application Sprint 1 Retrospective Notes

Team: 3

Sprint: 1

Date: 6/09/2020

Attended: Kajal Soni, Christan Adriano, Luke Harris, Cass Ilangantileke, Kevin Nguyen

Scrum Master: Kajal Soni

Product Owner: Christan Adriano

Development team: Luke Harris, Cass Ilangantileke, Kevin Nguyen

1. Things That Went Well

Communication was done effectively and tasks were completed on time

Each team member had a good utilization of skills and were able to allocate themselves to a task

Better prioritization of tasks in Sprint 1, as we had a clearer idea of what the MVP should look like.

2. Things That Could Have Gone Better

Lack of clarity when planning, which led to slower decision making. We aim to improve on this next sprint by focusing more on implementing the main requirements (features) first so we have more clarity when planning.

Project Setup, version control and framework setup was challenging to get working for each local machine.

In the future a more collaborative approach should be taken when undergoing tasks. Furthermore, we could have been better when assigning tasks for each team member. We mostly assumed which task each team member is to complete. In the next sprint, we aim to assign tasks in the sprint meetings and record them on the trello board with subtasks so we know exactly what task each team member must complete.

3. Things That Surprised Us

This project is very open ended in terms of design and set-up

We had a few unexpected technical issues which set us back in producing the booking form dashboard

4. Lessons Learned

Planning and decision-making became easier as time passed since we got more clarity of project requirements. Decision-making is more efficient as team members became more familiar with the project

5. Final Thoughts

Communication was done well throughout this sprint, we plan to continue this.

We would like to plan ahead so we have more clarity/bigger picture when executing and assigning team members to tasks.