

SEPT Retrospective notes

SEPT-MON-5.30-Ujj-Group1

Lachlan Furlong - s3722243

Dean Bolte - s3784365

Lucas Mellor - s3720988

Edvin Berberovic - s3722163

Matthew Moloney - s3717566

Milestone 1 retrospective	2
Milestone 2 retrospective	3

Milestone 1 retrospective

Date	17/08/2020
Sprint	2
Venue	Microsoft Teams (LAB-MON-5.30-Ujj-Group1)
Attendees	<i>Ujj Batra</i> Dean Bolte Lachlan Furlong Edvin Berberovic Matthew Moloney Lucas Mellor
Apologies	-

Things that went well

- Laying out the design of the product
- Working to each of our abilities

Things that could have gone better

- More equal delegation of tasks
- Associating documentation with work more concisely

Things that surprised us

- Simplicity of setting up React
- A lot of business domain models in common between frontend and backend (ie. storing, representing and manipulating information as either requests or responses are very similar between frontend and backend)

Lessons learned

- May be better to work on a feature for both frontend and backend, as it would be in the same domain

Final thoughts

- Set up a strong framework and layout for implementing core features in the future

Milestone 2 retrospective

Date	28/09/2020
Sprint	4
Venue	Microsoft Teams (LAB-MON-5.30-Ujj-Group1)
Attendees	<i>Ujj Batra</i> Dean Bolte Lachlan Furlong Edvin Berberovic Matthew Moloney Lucas Mellor
Apologies	-

Things that went well

- Implemented a lot of features that were core to the product
- Work delegation
- Working together (ie. pair programming) and solving problems together

Things that could have gone better

- Code re-use in the frontend
- More accurate point allocation for stories

Things that surprised us

- Simplicity of setting up GitHub actions and making an initial deployment
- Difficulty of front-end unit tests
- Depth required with some tasks

Lessons learned

- Implementing equivalent features takes more time for the frontend than the backend
- How powerful even a basic CI setup can be

Final thoughts

- Feature-wise, we've set ourselves up to finish the project successfully
- Spend some time to clean up the code, particularly the frontend