

# Sprint #02 Retro

**Date:** 19/09/2020

**Sprint:** 2

**Scrum Master:** Vincent Villaflores (s3728807)

**Development team:** Meng Kheang Leng (s3704080), Chhayhy Kourn (s3699618), Hue Phuong Le (s3687477), William Bossen (s3658961)

## Things That Went Well

After the completion of the first sprint, we were able to gain much experience and knowledge required to efficiently accomplish this second sprint. We had better clarity and understanding of the requirements from the code, documentation and also task management, based on the feedback from the demonstration with our product owner. The process went more smoothly because all the problems arose at the right time and all members could find the solutions together to solve them correctly.

The team had the same co-operation and enthusiasm as the last sprint with two meetings per week during the sprint. This allowed us to finish the necessary tasks without any conflicts. The members of the development team completed their assigned tasks within the time allocated.

## Things That Could Have Gone Better

The team could have spoken with the product owner about the specifications for the features more in-depth initially. This is due to us coming to the realisation later on in the sprint, that some features required more work and the expectation from the product owner is different from what we implemented. To ensure we finished the sprint on time, we needed to make changes and allocate more time towards the tasks necessary for those features.

## Things That Surprised Us

The setting up for CircleCI and deployment in AWS Amazon are much more challenging than what we anticipated. One of the reasons might be that the members are all new to the concept of Continuous Integration and it requires more time and effort to research and learn.

The backend including implementation and unit testing was accomplished first without any conflicts. However, there were a number of problems that our front-end developers encountered, due to the misunderstanding at the beginning of the sprint. This resulted in brainstorming possible solutions to be able to meet the specifications appropriately at the last few days of the sprint.

## **Lessons Learned**

The team should not be shy and ask our product owner for clarifications right after the problem arose. This provided the development team with more time to do the heavy workload of the sprint without misunderstanding and wasting time coding incorrectly. Moreover, this eased the possible stress and issues that may have arisen from a restricted time frame.

As an improvement for the next sprint, the team could fully understand the details of the required features together, before allocating tasks. This would prevent any confusion or misinterpretations of what is to be implemented. This would also help to outline an appropriate time frame.

## **Final Thoughts**

Overall, the team was satisfied with the outcome of this sprint. There were minor problems encountered during the sprint, but we were able to work around it due to allocating more time and effort. Hopefully, as we were already familiar with the code structure after 3 sprints, implementing features would not be as difficult as compared to when we were in the first sprint even there would be more tasks required compared to the previous sprints.