

Project Sprint Retro Notes

Team: 4

Sprint: 0

Date: 19/08/2020

Attended: Jesse, Alex, Simon, Berke, Hillson

Scrum Master: Jesse

Product Owner: Homy

Development team: Jesse, Alex, Simon, Berke, Hillson

1. Things That Went Well

The team had committed to a strong start of frequent communication, where progress and updates are routinely highlighted. Throughout Sprint 0, the team kept each other accountable regarding their progress, allowing the team to be responsible and honest about their current work. As such, we had instances where group members were able to help each other (and review one's work) whenever possible.

2. Things That Could Have Gone Better

Given the chaotic nature of online teaching and learning, the team slowly realised that the extent of the tasks itself were not exactly 'difficult', but rather, required consistent work done. Some have agreed that starting earlier in our tasks, and hopefully emphasising on further work would have been better in the long term for the group's ability to complete goals. This is because the heavier workload of other units became more apparent as the weeks pass. Time management is therefore an ever-improving goal for the team members, to ensure that the momentum of the sprint(s) is linear.

3. Things That Surprised Us

One of the team's surprises were the 'general workflow' that had confused our ability to progress. In one instance, the group wanted to create some back-end code. However, knowing that the overall task is building an application on both the front-end and back-end, the uncertainty of how things should be done meant that progress could not be made as far as we hoped. While this was eventually made clear in the following week's tutorial, the larger picture of how things should be done sometimes caused some friction in the team's ability to get things done.

4. Lessons Learned

The team learned that reviewing the tutorials were essentially in understanding the overall workflow of how the project should be built. Practical the tutorials again (after its demonstration) gave the team confidence regarding on how the team wanted the application to function and appear – both the backend and the frontend.

5. Final Thoughts

Sprint: 1

Date: 7/09/2020

Attended: Jesse, Alex, Simon, Berke, Hillson

Scrum Master: Jesse

Product Owner: Homy

Development team: Jesse, Alex, Simon, Berke, Hillson

1. Things That Went Well

Similar to the first sprint, the team's continued frequent communication allowed the group to update each other on their progress, as well as remind each other of the group's overall goals and aims. During Week 6, updating each other meant that our group members were able to keep each other aware of one another's activities. There was a case where Hillson requested help or clarification, and as such, other group members were able to clarify his goals were able to progress.

2. Things That Could Have Gone Better

The team believes that despite its best efforts to complete their tasks, they should still utilise every moment with their Product Owner/tutor. There have been cases where asking for clarifications – even for reassurances - provided the team with the necessary understanding on how to move on with their tasks. Furthermore, time management is also another aspect that could have gone better. It is an ever-improving goal for the team members to work on so that the momentum of the sprints is linear.

3. Things That Surprised Us

What wasn't expected was the confusion on linking the front-end and back-end of the application. Despite watching the videos and help videos, the team experienced issues regarding how things could talk to another. However, after much exploration and recreation attempts, the teams believed there were able to figure it out. This allowed them to progress on as normal.

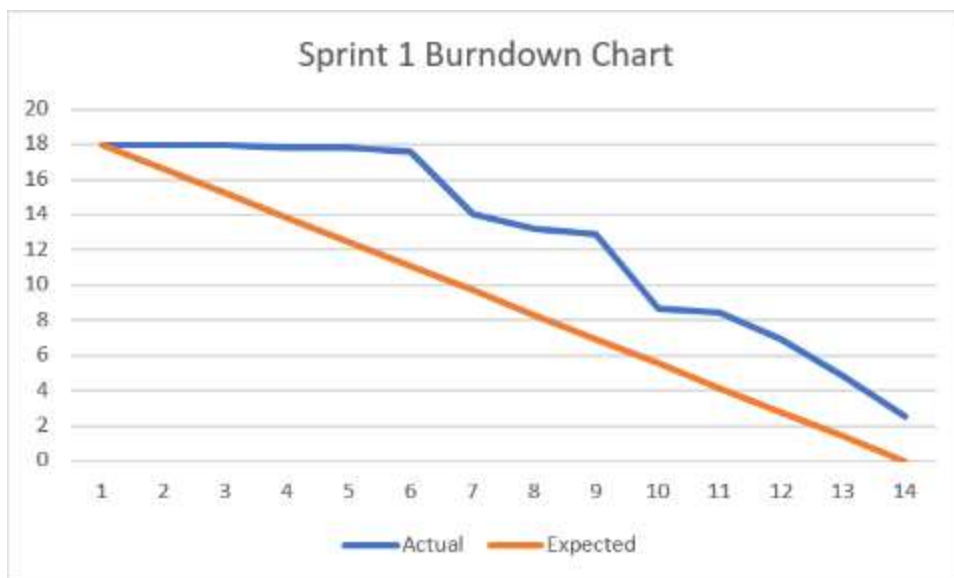
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5. Final Thoughts

The group should maintain its frequent communication. The team believes this is an excellent way to maintain communication channels, highlights, and potential needs in case another team member is busy.

Changes should be pressed on *how* information should be used instead. This means that the group should extend its questions towards the product owner to double clarify to ensure group's deep understanding regarding the requirements of the milestone. This could reduce the time needed to correct mistakes that were made along the way.



Sprint: 2

Date: 18/09/2020

Attended: Jesse, Alex, Simon, Berke, Hillson

Scrum Master: Jesse

Product Owner: Homy

Development team: Jesse, Alex, Simon, Berke, Hillson

1. Things That Went Well

This sprint although seemed an easier one than past sprints' communication was key to the results of the team, having constant communications between team members was paramount to the groups success, having the ability to communicate with each other at a moments notice meant a lot of problems with code (understanding how to undertake certain tasks) could be dealt with at a moments notice

2. Things That Could Have Gone Better

One thing that could have gone better is our approach to this sprint, without realising it we severely underestimated the effort it would take to complete tasks owing much to us overestimating our understanding of the Springboot and React, lead to us having to cram the code in a final rush to getting the code done. Our use of github is not the greatest, we found that some of us were not pushing to github as regularly as we should have leading to some of us not knowing exactly where others were at because they were ahead of where everyone else thought they were, however due to regular stand ups and progress updates this was only a minor issue.

3. Things That Surprised Us

We were continually surprised with how frustrating the front end was to implement, with forming connections to the backend still causing some issues alongside one of us was having issues with not being able to have 2 forms in the same JavaScript file. However as soon as the code was separated into two different files and both imported into a third it was surprising how easy it was to implement.

4. Lessons Learned

One lesson we have learned was to asking the tutor/product owner for clarity on any details was critical to this sprint, doing this saved us from trying to work out many problems as the solution was already provided to us.

5. Final Thoughts

The group should maintain its frequent communication. The team believes this is an excellent way to maintain communication channels, highlights, and potential needs in case another team member is busy. The communication should with the tutor/product

owner should also be kept as it has proved an essential tool for development on multiple occasions if anything it should be increased to get more benefits.

As a group we believe we change our practices with pushing updates with our code to git hub as this not only allows everyone to see exactly where you are at but also provides a back up of your code in a remote location, in case the worse happens, or (can't access your operating system because you are running a dual boot and can't switch of your computer to change operating systems and access your files)

