

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.

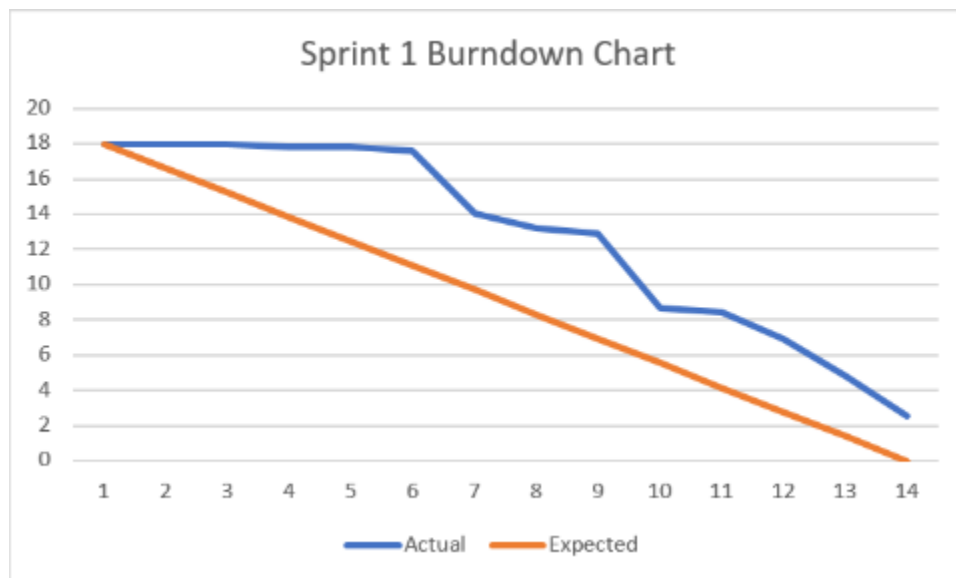
## **4. Lessons Learned**

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**

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**

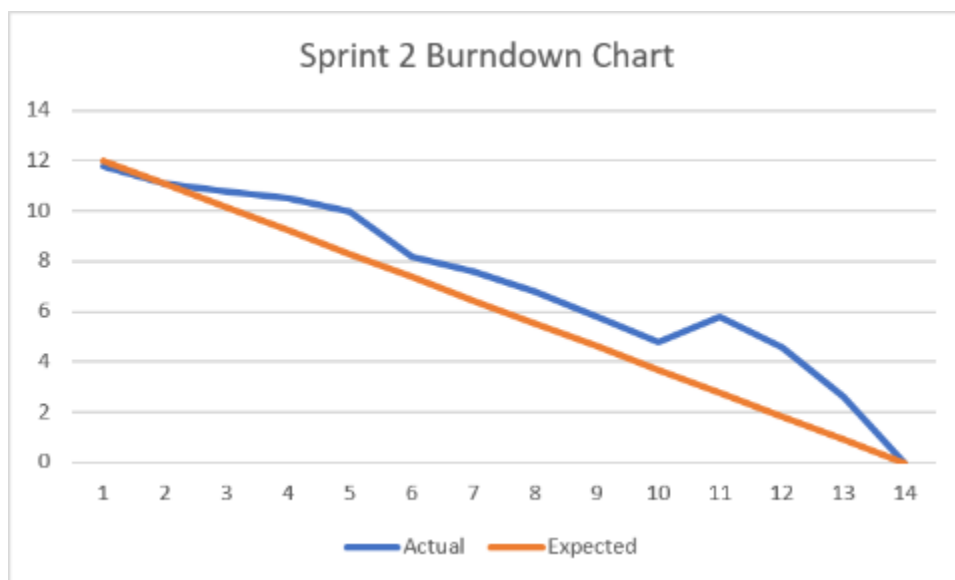
One lesson we have learned was to asking the tutor/product owner for clarity on any details was critical to this sprint, doing this saved us from trying to work out many problems as the solution was already provided to us.

## **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 backup 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)



## Project Sprint Retro Notes

Team: 4

Sprint: 3

Date: 02/10/2020

Attended: Jesse, Alex, Simon, Berke, Hillson

Scrum Master: Jesse

Product Owner: Homy

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

### 1. Things That Went Well

*What went well? What the team is happy about?*

As usual our team communication went really well with us being able to meet consistently throughout the period. The refactorization of the front end user interface also went extremely well with both Hilson and Alex producing an extremely intuitive user interface that is aesthetically pleasing.

### 2. Things That Could Have Gone Better

One component that could have gone better was the implementation of spring boot security and AWS, this was extremely difficult to adapt our project over due to the backend not being ideally designed to suit. However, once an understanding of how spring boot security authenticated was achieved it was a bit easier to implement this component.

### 3. Things That Surprised Us

One thing that surprised us was how Spring boot security authenticated and blocked requests requiring either a JWT token or to be logged in directly before denying any requests to the mapping of the backend that did not meet either of these conditions. The amount of customisability with spring boot security was also surprising.

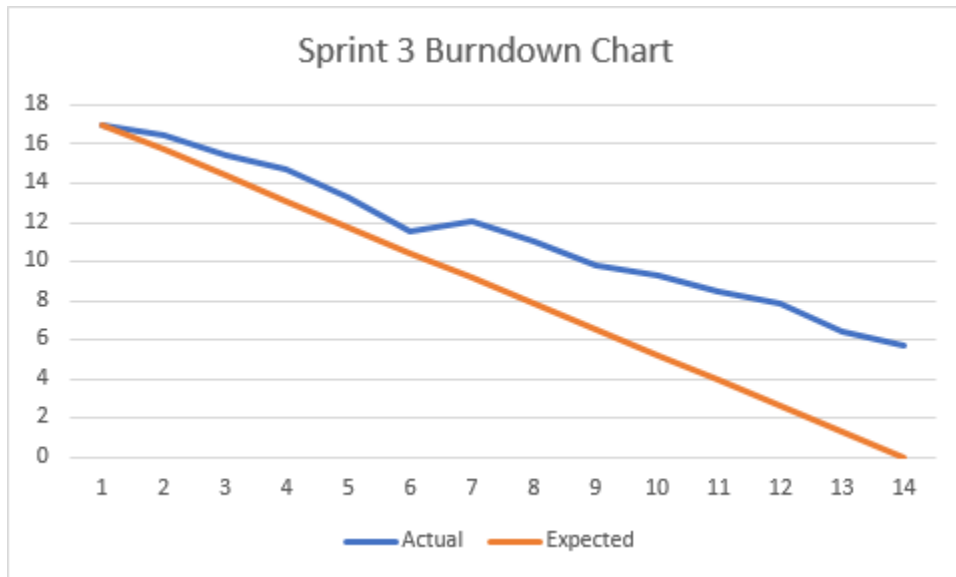
### 4. Lessons Learned

The team learned that it is important to understand the basic principles of a tool before trying to use it, even doing a practice demo project makes the implementation of a given library a lot easier. When trying to implement something into a large project whilst also learning how that library works is extremely difficult and can lead to a lot of frustration.

### 5. Final Thoughts

As a group we undertook a lot of large tasks at once and under estimated the amount of effort required to accomplish those tasks. This lead to an inconsistent workflow and ultimately led to us being unable to complete all of the planned tasks in this sprint. But despite this over estimation we still got a lot of

progress done and ended up with an API that was leaps and bounds ahead of the previous sprint, we were just a bit ambitious with our goals.



## Project Sprint Retro Notes

Team: 4

Sprint: 4

Date: 16/10/2020

Attended: Jesse, Alex, Simon, Berke, Hillson

Scrum Master: Jesse

Product Owner: Homy

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

### 1. Things That Went Well

*What went well? What the team is happy about?*

Our group had a lot of small tasks to do which went reasonably well, we were able to get most of the functionality completed by the project demo which was halfway through the sprint with a few touch ups still needed. Our communication was as always on point with us meeting every couple of days. We were able to mostly catch up on all the tasks we were not able to complete in the last sprint.

### 2. Things That Could Have Gone Better

One thing that could have gone better was if our project was fully completed before the final demo, we still had a few things to tweak in the project before the final submission

### 3. Things That Surprised Us

One thing that surprised us was how Spring boot security authenticated and blocked requests requiring either a JWT token or to be logged in directly before denying any requests to the mapping of the backend that did not meet either of these conditions. The amount of customisability with spring boot security was also surprising.

### 4. Lessons Learned

The team learned that it is important to understand the basic principles of a tool before trying to use it, even doing a practice demo project makes the implementation of a given library a lot easier. When trying to implement something into a large project whilst also learning how that library works is extremely difficult and can lead to a lot of frustration.

### 5. Final Thoughts

As a group we undertook a lot of large tasks at once and under estimated the amount of effort required to accomplish those tasks. This led to an inconsistent workflow and ultimately led to us being unable to complete all of the planned tasks in this sprint. But despite this over estimation we still got a lot of progress done and ended up with an API that was leaps and bounds ahead of the previous sprint, we were just a bit ambitious with our goals.

Sprint 3 Burndown Chart

