Retrospective

Our team had issues communicating and dividing work load among each other during the previous iterations. As we all were pretty new to application development, we constantly needed guidance to complete our individual task. With our initial lack of communication, this was a major concern. But by the end of the first iteration we resolved this issue and made it a major concern to maintain good communication among each other and update everyone about our progress. We used to hold regular meetings and had regular online group chats which was highly useful to us as in our next iterations we were able to help each other if one was stuck and could plan our progress more realistically. Furthermore, we had issues dividing workload initially as during the second iteration the entire testing for the application was handled by only 2 members. We realized that issue and by the last iteration, everybody did the testing for their part/feature on their own.

One other concern we had was our planning of big user stories. By the end of our second iteration we realized that few features like the SQLite Database and the listview cost much more than what we expected. We had to spend quite much time getting them done. But luckily few other features like the Pdf viewer and the Calendar in actual cost much less and we could use those days to cover our pending work.