Sprint 4 – Retrospective Meeting Minutes

Group 11

1. Retrospective Meeting Notes

What the team did well during the sprint

- The team really pulled together for the last sprint.
- Daily scrum meetings or stand ups ensured that the communication was open and effective.
- Discord channels were used for brainstorming and/or troubleshooting
- Clear goals and objectives were defined, and everyone worked on areas that they were proficient in.

What went wrong during the sprint

- Database access for the game logic proved more difficult than initially anticipated. The main game logic and had to be reworked.
- The multiplayer socket communications presented connection issues when trying to connect with the Azure platform. Even though the app built and deployed on GitHub without errors, Azure would not allow for the web sockets to connect.
- Low priority tasks were sometimes prioritized over more important tasks.
- Puppeteer testing failed to deploy numerous times and attempted to connect to the Azure page more than was allowed, resulting in 5-hour lock-out from the app's page.

2. Sprint Velocity Calculation

The sprint velocity calculation is the amount tasks that were completed at the end of the sprint.

Completed Issues	Story Point Allocation
Additional Features	Epic
Generic Wordle Learderboard	Epic
Multiplayer System	Epic
Login System	Epic
Testing	Epic
Generic Wordle System	Epic
Leaderboard database	3
Random Word Selection	3
Word validation	3
Login Session Data Updates	5
Action Log	8
Event Listeners only when Needed	5
Keyboard Colour Change	3
Incorrect Word Bug	1
Admin (Player 3) Word Input	5
Player 1 and 2 able to Play with Admin Word	5
Home Page Tests	8
Session should not be Destroyed before Init	3
Multiplayer Word Access from Database	5
Familiar English Words Bug Fix	1
Socket Implementation	13
Word Output for Debugging	1
Leaderboard in Order from Best to Worst	5
Game Stats Page	5
Jest Testing	3
Game History Page	5
Removal from Queue When Leaving the Lobby	8
Login Crash Bug Fix	3
Refactoring	2
Total	**103**

Reflection: The team achieved a sprint velocity of 103 for sprint 4. And an average sprint velocity of:

$$(Number of Story Points)/ (Number of Sprints) = 72$$