

## Sprint 2 – Retrospective Meeting Minutes

### Group 11

#### 1. Retrospective Meeting Notes

##### What the team did well during the sprint

- Communication between the group members improved. Regular scrums between 2/3 members at a time were done on discord.
- The deployment to the azure platform was figured out.
- Pull request review procedure improved as comments and interactions between coders and reviewers started happening on GitHub.
- We cleaned up the to-do list and realized some of our tasks had already been completed.
- The sprint meeting was streamlined, and everyone knew what to do/say.

##### What went wrong during the sprint

- Time management and the balancing of all other university tasks is affecting productivity within sprints.
- Our database works locally but does not work on the azure platform.
- We assigned some of the epics to all members which slowed down progress.
- Building the game on the azure platform takes over 15 minutes.

##### What can be improved for the next sprint

- More scrum meetings during the sprint.
- Finding a way to improve deployment time.
- Better time management.

#### 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
Account Creation	3
Register Page - Password	3
Server Creation	8
Game Port for Online	1
Server for Accounts	3
Game – Delete Button	5
Password Validation	3

Reflection: The team achieved a sprint velocity of 26 for sprint 2. And an average sprint velocity of:

$$(\text{Number of Story Points}) / (\text{Number of Sprints}) = 30.5$$