

Sprint 3 – Retrospective Meeting Minutes

Group 11

1. Retrospective Meeting Notes

What the team did well during the sprint

- We the epic tasks were divided between the group members.
- Selenium and Jest testing framework created and automatically runs on GitHub.
- Pull requests were assigned to task for more efficient reviews.
- Continuous working throughout the sprint made for more effective results.
- 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.
- When developers started working on content that they haven't worked on before, bugs started appearing.
- Some of the integration between express, databases, selenium and jest caused some errors.
- Building the game on the azure platform takes over 40 minutes.
- After one pull request the deployment failed.

What can be improved for the next sprint

- More scrum meetings during the sprint.
- Finding a way to improve deployment time.
- Better time management.
- Focusing on finishing key points instead of value adds.

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
Game Log Updates	8
Leader board Updates	5
Lobby system	3
User Data SQL Injection	5
User Login	5
Account Creation	5
Multiple Account Creation	1
Matchmaking	5
Multiplayer Page	3
Home Page Functionality	1
Login Page Updates	3
Lobby Page Status	5
Leader Board	3
Multiplayer Game Log	5
Scoring System for Multiplayer	5
Scoring System	5
Solo Game Layout	3
Solo Game Backspace	5
Total	

Reflection: The team achieved a sprint velocity of 75 for sprint 3. And an average sprint velocity of:

$$(\text{Number of Story Points}) / (\text{Number of Sprints}) = 45$$