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Sprint Retro Notes
Team: Folie a Deux

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Sprint: Retro for Sprint 1   **Date:** 7/09/2021

Attended:
Scrum Master: Mac Arriero
Product Owner: Dale (Tutor)

Development team: Mac Arriero, Rohan Poorun, Abdulrahman Ali, Jehan Perera, Aditya Kerhalkar

1. Things That Went Well

- Members attending the weekly meetings on Tuesday and Thursday.
- Search feature functionality works well and was approved by Homy
- Models were created earlier for each future use
- Integration with an external database (AWS RDS) using Postgres, now everyone has access to the same database (not just internal).

2. Things That Could Have Gone Better

- Members using Microsoft Teams chat more actively
- More members actively joining in the conversations when discussing with the product owner
- Futher research into the frameworks to avoid wasted time (eg. Creating a database schema)
- Asking for help earlier if you need to
- Meeting deadlines and better comminucation about delays

3. Things That Surprised Us

- How Springboot does a lot of the work for us, in terms of development (eg. Creating the database tables based on the models).
- We didn't need to create the database schema

4. Lessons Learned

- It may be better to have one person (Mac) to complete the backend, so that everyone else can just focus on the frontend.
- Accounting for inexperience from members, by assigning them work that is accomplishable
- Not to over burden ourselves with too many use stories and using the efficiency of our group in sprint 1 to determine how to assign work in sprint 2

5. Final Thoughts

Things to keep

- Attendance in the weekly meetings (Tuesday and Thursday)

Commitment to change on the next sprint

- Increase communication on Microsoft teams chat, for example let team know when you have completed x task.
- Regular meetings on teams chat, including daily scrum.
- Initiate a meeting in the teams, while working if not sure about something, so that others can come in to help.