

Sprint Retro Notes

Team: Folie a Deux

Sprint: Retro for Sprint 2

Date: 16/09/2021

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 who had previously failed to complete their work on time last sprint, was able to contribute something in sprint 2.
- All code is commented for future readers (including us).

2. Things That Could Have Gone Better

- Although we spent some hours discussing the design of the application, we found that we had different views on how microservices should be implemented and so we need to ensure everyone is on the same page as each other in the future.
- Better communication on progress and problems from members who are struggling with contributing work due to inexperience.
- Members failing to attend weekly meetings

3. Things That Surprised Us

- We are permitted to have all features related to books (eg. Book reviews and book listings) under one microservice.
- The need to adapt or change code if using an external API, which lead us to decide not to proceed with relying on an external API for the books and implement it in the database.
- Features that are similar can be easily completed since they are structured similarly.

4. Lessons Learned

- Better coding style
- Better understanding of microservice architecture
- Better understanding of React components and function
- Using axios to invoke the API to communicate data
- Better team management skills
- Better tasks/effort estimation
- Commenting while coding is better done during, rather than post
- Initiate a meeting if in need of help

5. Final Thoughts

Things to keep

- Continuous contribution to the project
- Commenting code

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.
- More contribution from some of the members.