

# Sprint Retro Notes

## Team: Folie a Deux

**Sprint:** Retro for Sprint 3

**Date:** 5/10/2021

**Attended:** Mac Arriero, Rohan Poorun, Abdulrahman Ali, Jehan Perera, Aditya Kerhalkar

**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**

Communication was much better than the previous sprint, instead of communicating in meetings and when we needed help, we kept up to date with how everyone was going and understood what was required.

For those who were struggling with react took some steps forward in their understanding on the JavaScript framework. Even though the front end was their allocated task.

Also, the teamwork was much more fluid compared to the previous milestones, splitting up into teams of two (pair programming) to work on front end and backend on certain features.

The division of tasks between all group members was more equal than in Sprint 3. Due to improved understanding of the skill and level of expertise of members, we were able to allocate tasks more efficiently. Each tasks allocated were something that member was able to accomplish.

### **2. Things That Could Have Gone Better**

We focused our development on the functionality and through the process, we neglected the comments for the code, which we have to spend time on to fix during refactoring in the upcoming sprint.

We should have been better prepared for the weekly meeting with Dale, specifically detailing what we have worked on and presenting our changes.

### **3. Things That Surprised Us**

When we put our website onto AWS it turned out to be static, thus we were not able to navigate onto other pages, only view the landing page.

The unexpected bugs that occurred before the meeting with our tutor, however as described before this was most likely due to making changes before the meeting.

### **4. Lessons Learned**

Implementation of PayPal was very interesting and a good challenge. creating a sandbox in developer page of PayPal and testing the API to see if the funds went through.

To avoid problems during our demonstration with Dale on Thursday, we will not make any significant changes on Thursday and only make pushes to our individual branches. This is so we can spend time to make sure everything is working before our meeting with the Product Owner.

### **5. Final Thoughts**

#### Things to keep

Keep up the self-learning/development with any new technologies we implement.

Keep up the good communication and regular meetings.

Keep up the collaboration with other team members when issues arise, or other team members are struggling with a particular issue or feature.

Keep pair programming and the pairing of team members from Sprint 3.

#### Commitment to change on the next sprint

Prepare well for the meeting with the Product Owner.

Addition of comments to our code, which should be done the follow Sprint.