

## **Sprint Retrospective Meeting: 11 April 2021**

Team to inspect and adapt how they worked in the last iteration.

- What went well?

A lot was done given our time constraints. Especially since it was the first sprint and we were adjusting to a new platform, we handled the workload decently. The team handled scrum well. We completed the docs and assigned tasks properly. Daily meetings were done well.

- What we learned?

We should plan ahead in terms of architecture and design. We should discuss plans better for future iterations. We learnt how discussions go and work distributions happen. We adapted to working in groups of 8. We found that project work gets a lot done more easily in a team but it requires patience. Group projects require more coordination amongst the members so that uniformity remains consistent.

- What puzzles us?

Flutter adjustments. Setting up environments. Dealing with scrum. Daily scrums aren't beneficial if we aren't working on it very much. Makes more sense in a business context – students are occupied with other things. Daily scrums can become demotivating because it feels like we're stuck on the same thing – updates aren't drastic.

- What can be improved?

We should have discussed the project better. There was no planning. For future iterations proper planning needs to be done amongst team members. The way that sub teams handled data was different. The way login, data, error handling is done is messy and it feels like work is inconsistent. There is no structure. There should be team discussions around how data will be passed and the general OOP approach.

## **Sprint Retrospective Meeting: 09 May 2021**

Team to inspect and adapt how they worked in the last iteration.

- What went well?

The workload weighed better than the first sprint. Lots of work done in little time. Efficient coders. Teamwork was displayed and everyone was happy to offer help to others. We got used to our platforms so work was easier to accomplish than the first sprint. Using Taiga became seamless, it felt more natural and streamlined.

- What we learned?

Backend programmers became more comfortable with it. Structure and components of Flutter and how they interact. We learnt how to fix/create emulators. We learnt each other's strengths and weaknesses. Some of us work well under pressure. Don't leave anything until the last minute.

- What puzzles us?

Getting used to GitHub and adjusting to certain procedures. Some architecture diagrams.

- What can be improved?

Better communication between members working on the same user stories. If the PHP file is changed then make a note in the planning folder. Comment code. If you get stuck on something, add it as an issue so you remember what the problem was and others are updated. Set a pre deadline to ensure that work is completed on time. Last minute work is unreliable and stressful.

## **Sprint Retrospective Meeting: 23 May 2021**

Team to inspect and adapt how they worked in the last iteration.

- What went well?

We worked on things earlier compared to previous sprints. We feel confident in what we have to present. We managed work better with pre-deadlines and deadlines in place.

- What we learned?

We learnt how to do more animations. Some of us learnt how to do HTTP requests.

- What puzzles us?

Android emulator and issues with running the project. Testing the local database. Testing certain http requests to the online database.

- What can be improved?

Adding comments to code. If someone is in charge of creating a table in the database, they should also add data to that table.

## **Sprint Retrospective Meeting: 7 June 2021**

Team to inspect and adapt how they worked in the last iteration.

- What went well?

We managed to finish tasks quickly. We worked well together. Little bugs/no bugs in our code so far. Really happy with our progress. Communication between individuals working on the same parts went well. There were fewer arguments.

- What we learned?

Some of us learnt how to do PHP files, while others learnt how to do unit testing. Working in a team emphasizes how little work you need to do to get a decent amount of work done.

- What puzzles us?

Testing is proving to be slightly tougher than anticipated. Thinking about why we chose Flutter. Even though we've adapted, there could be better environments that we could have used. Coveralls exclusions.

- What can be improved?

Approach used to tackle testing. Unit tests should be made before actually coding the software