Sprint Retro Notes

Team: Fri1030-Dipto-Group4

Sprint: 2

Date: 18/09/2021

Attended: Shihab Sami, Ryan Dineth Samarakoon, Matthew Amos Woolley, Andrew Nhan Trong Tran

Scrum Master: Shihab Sami

Product Owner: Dipto Pratyaksa

Development team: Shihab Sami, Ryan Dineth Samarakoon, Matthew Amos Woolley, Andrew Nhan Trong Tran

1. Things That Went Well

Our GIT flow was well executed as a team, allowing for a clean and sensible project that did not have unnecessary branches or not enough branches to the point were working on features became difficult. This greatly improved our ability to work as a team to develop our project simultaneously without the stress of duplicating or change someone else works. A key reason we were able to do this was our implementation of the microservice structure. We had branches for each microservice, and merging when completed for the front end, made clearly defined goals for each branch.

Another key strong point our team had during this sprint was our organization with team meetings and having punctual and consistent meetings. Always with the entire team, and even if the entire team was not there, we always knew ahead of time if a member was going to be absent or late. This assisted in this sprint by allowing short-term goals for each member to be set in between each meeting, allowing for constant workflow for the members and providing ample time for each team member to explain the work they had been doing in the meantime. Due to these two factors, our development speed for this sprint was relatively high. With at least one user story being completed in the back end while another is implemented in the front end, we managed to keep idle times of team members low. Progress was always at or ahead of the weekly checking point for our lab.

2. Things That Could Have Gone Better

Our documentation could have been improved over this Sprint, especially with meeting minutes and keeping the Jira board and slack active. This was an issue as we had to

cram to get some of these documents done towards the end of the Sprint. This will be improved within the next Sprint by having a more dedicated person to bookkeeping and Sprint documents.

CircleCI implementation could have been smother as the code itself was not testing correctly, causing time to be wasted on thinking CircleCI was an issue when in reality it was not. This wasted some time but not too much and was thankfully fixed with CircleCi now functioning correctly and all tests passing.

3. Things That Surprised Us (what wasn't expected?)

Our team was surprised by some of the tasks we expected to take a short amount of time, taking far longer than they did. The PayPal API and CircleCI integration were far more frustrating than when expected at points, primarily due to documentation or minor errors going unnoticed somewhere else. However, thankfully these problems all got fixed eventually and should be operational now.

Another unexpected outcome was the number of minor bugs and user issues that appeared towards the end of development, whether that be major issues with multiple microservices connecting to the localhost or minor user-based problems such as not passing enough information back to the user when they submit information to the site, thankfully as most of these issues were one or two lines of code long, they didn't dig into our time too much.

4. Lessons Learned

We have managed to implement our API with microservices and other APIs, notably PayPal. This is also a crucial concept for any developer to use and understand, finally knowing how to use industry-standard tools such as AWS suite, CircleCI, and docker. Even though we almost made a very costly mistake with the AWS database (not keeping track of what features the paid vs. free version contains), we have all grasped a solid understanding of how to use and deploy these tools in web services.

We learned how to connect multiple microservices and how to expand our project. This involved setting up multiple port connections and testing how microservices interacted, such as the checkout feature needing our payment, books, and login running to function.

5. Final Thoughts (things to keep, things to change)

Final thoughts for the sprint, our weekly meeting structure was excellent. It immensely helped our team with these longer meetings, which doubled as working sessions. We were able to get large amounts of work done efficiently. However, we should be more active on slack in-between these meetings to have ample evidence of work for documentation. Making sure to update user stories and add new ones based on features is also very important. We will constantly be checking user stories for our future

sprints. It will be essential as we move into the final sprint as features become more dynamic and temperamental.

Finally, getting as much testing done, both internally on the backend and on the website, as acceptance tests early on to make sure we have time to fix or reorganize things might be helpful moving on but so far has not caused any known issues.