

Sprint Retro Notes

Team: Fri1030-Dipto-Group4

Sprint: 0

Date: 06/08/2021

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

The team was effective at completing their tasks on time. There were no issues in terms of undone/incomplete work at the end of the sprint. There was a lot of communication together as a team in order to complete the required user stories. Each member of the team worked on their specialty and by having group collaboration together the team were able to quickly determine and rectify issues and discuss possible solutions and attain positive outcomes in a more expedient manner. As this is our initial sprint, we have managed to finish everything on time and used that extra time to enhance our skills in the technologies we are going to implement to use.

By having team meetings regularly, the team were able to address issues and complete the work our set timeframes. As a team we were able to accomplish all the tasks set in our original planning session.

2. Things That Could Have Gone Better

The issue arose with time constraints and team members' scheduling conflicts made it difficult at times to participate in the meetings. This led to the delay of finishing some of the tasks until further into the sprint and reduced the time to complete some set tasks more than was desired by the team.

The issue with team members' scheduling conflicts is that it is mostly out of the teams' control, however, adapting further into an agile framework and anticipating potential conflicts in advance could help with accounting and adapting to issues that could arise from these circumstances.

There is still room for improvement as some tasks again were either over or underestimated at the beginning of the sprint. By completing and being involved in more projects and similar tasks would be able to help confirm a solid time estimation on specific tasks, their requirements, and the results.

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

Each team member was primarily focusing on their specific roles and tasks throughout the sprint on the project.

When integrating the various sections together, it could have been quite confusing between the different skills, however the team were able to hold screensharing meetings together and each member was able to discuss their specific requirements to each other so as a team we were able to provide solutions quite fast and make sure each other's project tasks were successfully integrated together.

It was quite valuable to be able to openly share each other's understandings and workings as all team members had a different perspective of a situation which provided a fuller picture to come to a successful outcome.

4. Lessons Learned

As a team, we learnt how to handle the following technologies:

- Spring boot
- React

In preparation to start on our project, this will ensure that we can hit the ground running and start on the development of our web app as soon as we get started on our next sprints.

Setting more solid meetings with goals and accurate time frames will be able to increase our efficiency for future sprints, this will ensure that sprints as we move forward run smoothly with strong organization.

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

At the end of this sprint the team's commitment to keep constant and regular communication lines open has improved the progress of the project and will be maintained, as it has improved the efficiency of team members to be able to complete their work items and helped with showing different perspectives on issues.

Action items were implemented in a faster manner compared to the previous sprint, so it is improving, however highlighting the priority of the tasks further would have helped in avoiding blockers and being stuck waiting on specific tasks to be completed before others were able to progress.