Sprint #4 Retro - MEDS

Sprint: Sprint #4

Date: 16/10/2021

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Things That Went Well
The sprint finished very quickly
This sprint was completed extremely quickly. This may have been perhaps due to the minimal number of user stories as it was the last sprint within the project. Nonetheless it was completed before the planned time allowing us some time to refactor and polish our code.

Communication
The communication between the members was superb. We had a few meetings to discuss the tasks and progress, as well as updating each other via messages on Slack and Discord when necessary.

Jira board used effectively
In conjunction with the previous point, the Jira board helped to keep the team on top of things. Due to updating it regularly, whether or not every single team member had talked to one another, any member was able to access the Jira board and know the status of the sprint immediately. This would reduce redundant communication to simply ask where we were at with the sprint.

Things That Could Have Gone Better
Take home assignment 3
Due to the release of the SEPT take home assignment 3, as well as the length of it, progress towards the start was slightly slower as the members were required to complete it before working on the project. This is not entirely the fault of the students however as we did not know the take home assignment would extend longer than 24 hours, nor did we know the type of assignment it would be. Other than this, the sprint went swimmingly.

Difficulty estimate
Some of the tasks within the sprint were estimated to be quite difficult such as the admin adding a book without adding a listing, however on implementation we found that it was far simpler than anticipated. On the other hand, the functionality of editing was more difficult when it was expected to be easier.

Things That Surprised Us
As aforementioned, the take home assignment was a surprise to the students as it was expected to be a 24 hour assignment with questions, but it was instead a course that required us to watch hours of videos and complete several modules. This was quite time consuming, more so than a 24 hour assignment would have been.

Lessons Learned
Better Planning Estimates
As mentioned previously, some of the effort estimates were quite inaccurate. This may have been due to not knowing what a certain task consists of or having a full understanding of it. It is important to ensure that everyone understands the user stories and the tasks associated with it. This way, we will be able to estimate the effort for each task better, and have a better prediction of how the sprint will go.

Final Thoughts
What are things to keep?
Good Communication
The team should keep up with the good communication. If anyone has any issues or cannot work on the project for some reason, they should contact the rest of the team and let them know rather than leaving them without any idea. This allows the team to work as efficiently as possible and improve our rapport.

What are things to change?
We believe that the team performed very well during this sprint, and due to its short duration, there was not much in our control that we could change to benefit from. The only thing to mention is the better prediction of effort, which was discussed prior, although this was not entirely our fault as it is sometimes difficult to gauge the difficulty of a task.