Sprint #2 Retro - MEDS

Sprint: Sprint #2

Date: 17/09/2021

Scrum Master: Maxwell Reid (s3787033)

Development team: Ewan Breakey (s3845382), Sefanur Erciyas (s3842307), Thomas Dib (s3838765)

Things That Went Well
The Jira board was used effectively
As per the previous sprint, we established that we should be using the Jira board more often to keep the development planning on track and give everyone the most accurate representation of where we are at. This was done quite well this sprint, and all members ensured to update the board whenever this was required.

Development was swift
Similar to previous sprints, the team communicated quickly and efficiently via the respective platforms (Discord and Slack) whenever it was necessary. This meant that we could ask each other for help on any tasks we may be stuck on, and had potential to reassign tasks that could not be completed by members. Now that we also had more knowledge on the inner workings of microservices, it meant that we did not need to struggle with the design, and could swiftly create the back end services and pay more attention to the front-end, overall giving us quite a bit of an edge on the tasks allotted for the sprint.

Teamwork was effectively utilised
Each sprint gives a slight edge when compared to the last because everyone is learning the particular skills and expertise of one another. This meant that any questions about a given task could be quickly asked to the person of that "field". We also once again utilised pair programming in order to learn more about different technologies, and motivate everyone to do their best since it is quite daunting to develop on your own in such an environment. Furthermore, a lot of this sprint was in the midst of a heavy assignment period, and the development may have slowed here, but the tasks required were completed regardless.

Testing was performed earlier in the sprint
As per the previous sprint retrospective, the testing should be performed earlier in the sprint. This was fulfilled in this sprint, writing and completing tests much earlier than it was in the previous. This allowed for more time in fixing bugs or suggesting improvements whenever seen fit.

Things That Could Have Gone Better
Earlier planning for other courses
As this sprint took place in the midst of a heavy assignment period, the team members could have planned for this and completed development of the project slightly earlier (before these other assignments were due). This led to a period of the sprint where some members were quite busy and unable to provide as much time to development, and delaying some features towards the end.

Things That Surprised Us
This sprint felt quite a bit more "standard" than the previous, as aforementioned due to the prior experience with both the team and the technologies.

This sprint took place during an extremely busy time for all students, where many assignments were due. It was quite stressful juggling all subjects and it felt as though everything popped up all at once. This meant that we couldn't dedicate as much time as we usually would for the development, but we did quite well regardless.

Lessons Learned

Plan for busy times
In order to complete everything planned for the sprint stress free, the team should take into account times we might be busy with other subjects and plan accordingly.

Updating the Jira board more frequently
Updating the Jira board is just as important as other things because it helps the whole team understand the progress being made. This also helped with testing features in a more timely manner.

Testing features as soon as possible
After testing user stories earlier this sprint, the team learnt that is much more effective and that we should keep going this way.

Final Thoughts

What are things to keep?

Pair Programming
As per our previous sprints, we have greatly benefited from pair programming as it allows our members to learn from one another and allows us to complete our tasks in a less stressful environment. This will be kept into following sprints because of this, but also because it greatly increases the efficiency of development, keeping us on track and motivated.

Communication tools
The communication between the team is also very good. At any given moment, we may contact a team member and receive a prompt response. This is done via Slack and Discord, and allows us to ensure that all team members are up to date with the project, and can ask any questions necessary.

What are things to change?

Planning for busy times
As mentioned above in lessons learned, when planning for the next sprint, we should keep in mind that the team could have other responsibilities with other assignments which could affect the amount of development they can complete at certain times during the sprint. This means we should change the way we plan out the following sprints.