

# Group I – Retrospective Sprint #1

## Stories:

The Team has committed 5 stories out of 30, with a plus of one story for the training on new technologies and set up of the environment. At the end of the first sprint, all stories committed were been implemented, with an exception on some tests missing on last stories. Missing tests will be committed for the second sprint. The team has committed 15 story points over a total of 69 . The estimation on hours was quite respected. The team has estimated 6 hours per each team member for the story #0, so the training on the used framework(Laravel) and the set up of the overall environment. The remaining 6 hours were invested to complete the committed stories. .

-Task implemented = 12 , Estimated = 16 , Task not implemented = 4 (Tests) EER = 0.75

## What went well:

The training on Laravel was very helpful for the whole team in order to learn the peculiarities of this powerful framework for the web programming. Overall the final product works as we expected. The setup of the initial environment it's containing some features that were not required on the stories. The feedback on this first demo was overall positive, this is the thing we are most proud of.

## Problems and improvements:

The biggest problem that we found during the first sprint regards the stories meaning. It was very difficult to focus the implementation on what the story was requiring . In addition, communication among the team members is fundamental. We found also difficult to develop a cohesion among us, and acting in harmony with the same purpose and ideas it's tough. We also had the insertion of a new component in our team during the last half of the sprint, this took a bit of time in order to let him prepared on working with us. Regarding the project, by now the team is working on a shared code thanks to GitHub, but we are not sharing the server. One of the improvement that we will try to achieve during the next spring would be to have a shared server in which put the shared DB . We also left tests out of the sprint due to an wrong estimation for the testing part. We have realized that PHPUnit it's different on implementation with respect of other UnitTest that we used to implement in other languages. On the next sprint we also have to learn more about PHPUnit in order to speed up the process of testing.