Sprint 1 Retrospective - Team 14

Introduction

Our team developed a COVID-19 tracker web app using the React framework. The app allows us to keep track of a patient's status in terms of infections, what were their previous symptoms, and who was the doctor that they are/were assigned to. We worked so far on the admin part of the app, which allowed us to modify not only the patient's data but also the data of the different health professionals.

Coming into the project, our expectation to build the project was not as confident, since many of us were unfamiliar with React and Javascript in general. However, despite this hurdle, we were able to develop a very functional prototype for Sprint 1.

In terms of project management, we divided the tasks using GitHub issues and rated their importance and difficulty using the Kanban Board. Our team also followed the agile methodology, where we had two weekly meetings to discuss our progress and assign teammates to different tasks.

What went wrong

1 - Error Handling

During the coding part of the development, we ran into errors when merging one GitHub branch to the main branch. This was due to some es-lint warnings and errors with some Javascript libraries. If we used the inspect Google Dev Tool during the coding process, we could have gotten rid of the error in the consoles and made our code look smoother.

Overall the main impact of this was that it took a bit longer to fix the errors during merging to the main branch, but ultimately as this was Sprint 1, the small errors were not impossible to fix.

2 - Assign proper teammate to the issue

During the sprint, we had multiple agile meetings in which we discussed the team's progress as well as what every individual was doing up until that meeting. During these meetings, we would also assign which team member would be doing a specific task. However, during the course of the sprint, some team members were more adept at doing one issue than the other, which led to assignees being changed on the user stories multiple times.

Overall, this had little impact on project development since despite not having the right team member assigned at first, we rectified this mistake and the stories were properly completed.

3 - Completing documentation and defining future sprint plans earlier

During the weekly TA meetings that we have had, it was discussed many times that the documentation was of the most importance. However, while the documentation has been done properly by our team, we did do them after we were done with the task (just to be clear, not last minute).

Overall, the delay in doing this did not hinder our impact on this sprint. For the other sprints, however, the impact would remain to be seen.

What went right

1 - Team Communication

Our team communication was very pivotal to our success for Sprint 1. In addition to the two weekly meetings that we did, we were always in contact with each other in case one of us needed help and the other team members were always there to help. Someone was always there to review pull requests and provide feedback on them which always kept the development going.

This had a huge positive impact on our development since we never got stuck in anything and we can effectively work together as a team.

2 - Team Management

Despite Quang being our project leader, everyone stepped up when needed. Anybody on the team could give in their input of what they liked and did not like, and we would all come to a consensus decision pretty rapidly. In terms of the brainstorming sessions, the team was able to give their opinion and then had the freedom to go finish that task with their capabilities.

This also had a positive impact on us since we were able to express our ideas freely and concisely, and the whole team gave a response to it which allowed the team to work more effectively with their tasks.

3 - Adhering to the agile methodology

As discussed above already, our team followed the agile methodology during our meetings. There were two weekly stand-up meetings plus the weekly meeting that we had with our TA where each individual team member showed or explained what they did for that meeting and what were they planning on doing next. Speaking with the TA helped us consolidate the order of the tasks we needed to accomplish, as well as guide us about what we needed properly needed to do. During stand-up meetings, we would decide which team member will be assigned which user story as well as determining, as a team, the story points for all the different user stories.

Due to the weekly meetings, it made it easier for the whole team to see where everyone stood, and if one task should be prioritized over the other or not, hence this also had a very big impact on the development of the app.

Conclusion

In conclusion, we learned a lot of good habits from this sprint. We not only learned how important it is to constantly document everything that we do but it is also very important to judge how important or not important different tasks depending on the strength and weaknesses of your team. We also learned that for a large team project such as this, communication and management are key, since, without them, there would be no cohesion as to what we are trying to accomplish.

Our main takeaway from sprint 1 is that we need to be more proactive in terms of documenting in sprint 2 and further. While we were not slow on that aspect on this sprint, it would be a better idea to include as much information on the documents as early as we can, and then edit that information near the sprint deadlines themselves.