

Sprint 2 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.

Based on our progress from Sprint 1, we were able to get more progress done. In Sprint 1, we implemented the dashboard from the admin application which allowed to see the patient list, the doctor they were assigned to, as well as their individual profile. This sprint we expanded this into the client application, where we were able to see the symptoms that a patient was experiencing as well. In terms of the prototype we created, we not only expanded on the functional prototype we made, but we were also able to make it more appealing for Sprint 2.

In terms of project management, it was very similar as to how we functioned in Sprint 1 we divided the tasks using GitHub issues and rated them based on 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 – Prioritising tasks

During the Sprint, we had an issue where some tasks were worked on longer than the other despite it not being as important to the overall grading scheme of the project. More people were working on issues which did not require many people working on it at once. Hence, it delayed the overall progress of the Sprint.

Overall, however, did this not have a huge impact to the completion of the Sprint because we were able to finish everything on time, while still able to have a very well-designed website.

2 - Assign proper teammate to the issue

Like Sprint 1, 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 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

Like Sprint 1 again, 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). In addition to that, a lot of the tasks which were absolutely required for the Sprint, were mentioned a week before the deadline, hence we had to scramble a bit.

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

What went right

1 - Team Communication

Our team communication was very pivotal to our success for Sprint 2 again. 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 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

As like Sprint 1, we found out in Sprint 2, of how important it is to document stuff as we go and not have to scramble after to make everything work properly. We also learned that we need to really prioritize what tasks are important and assign the proper amount of manpower associated to those tasks. We did also learn, however, that despite these small problems our team was able to persevere and still do the tasks on time, and it's an important confidence boost and something we will taking with us in Sprint 3 and beyond.