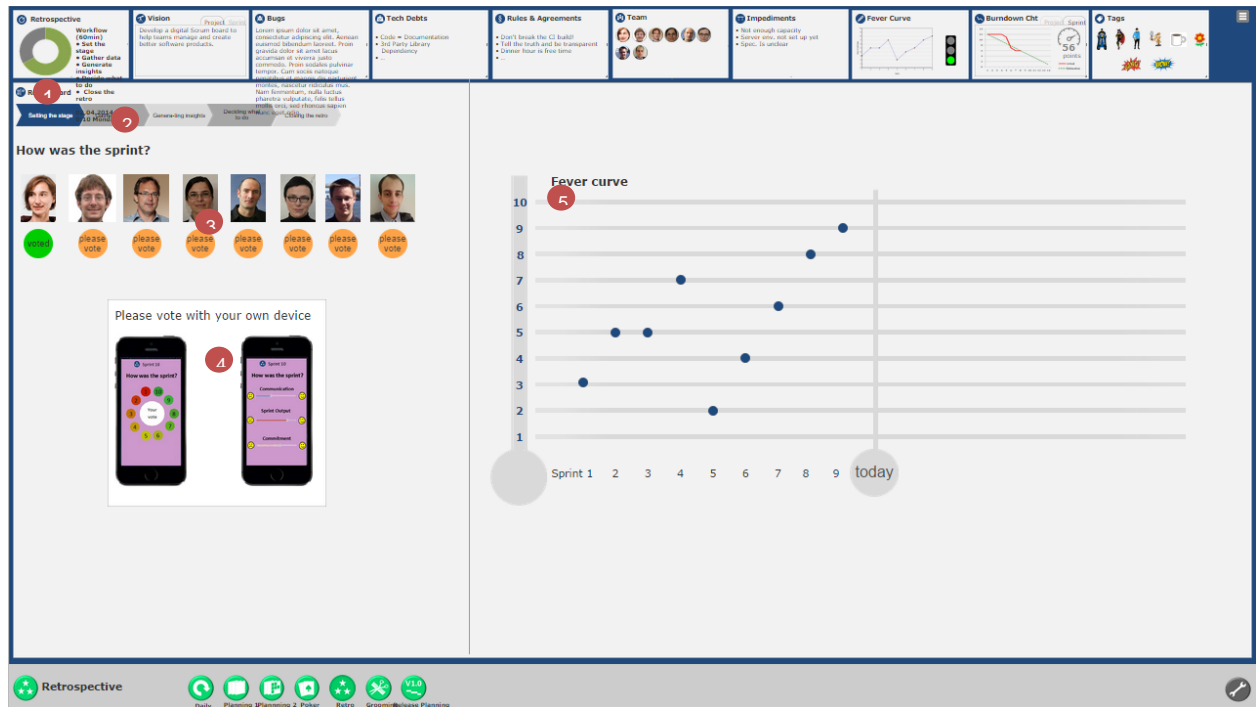# Retrospective

1.1   Screens and interaction

1

The retro tool offers the user various methods for performing the retros. Shown in the diagram is the implementation based on a defined meeting process and depicts various elements depending on the meeting phase. Current Stauts here: Setting the stage.

2

Illustration of the current and navigation through the various meeting phases (setting the stage, gathering data, generating insights, deciding what to do, closing the retro)

3

Presentation of meeting participants with photo or symbol and status of the input process via their own device (for example please vote, voted)

4

Note about interaction; here request for voting

5   Presentation of the current fever curve
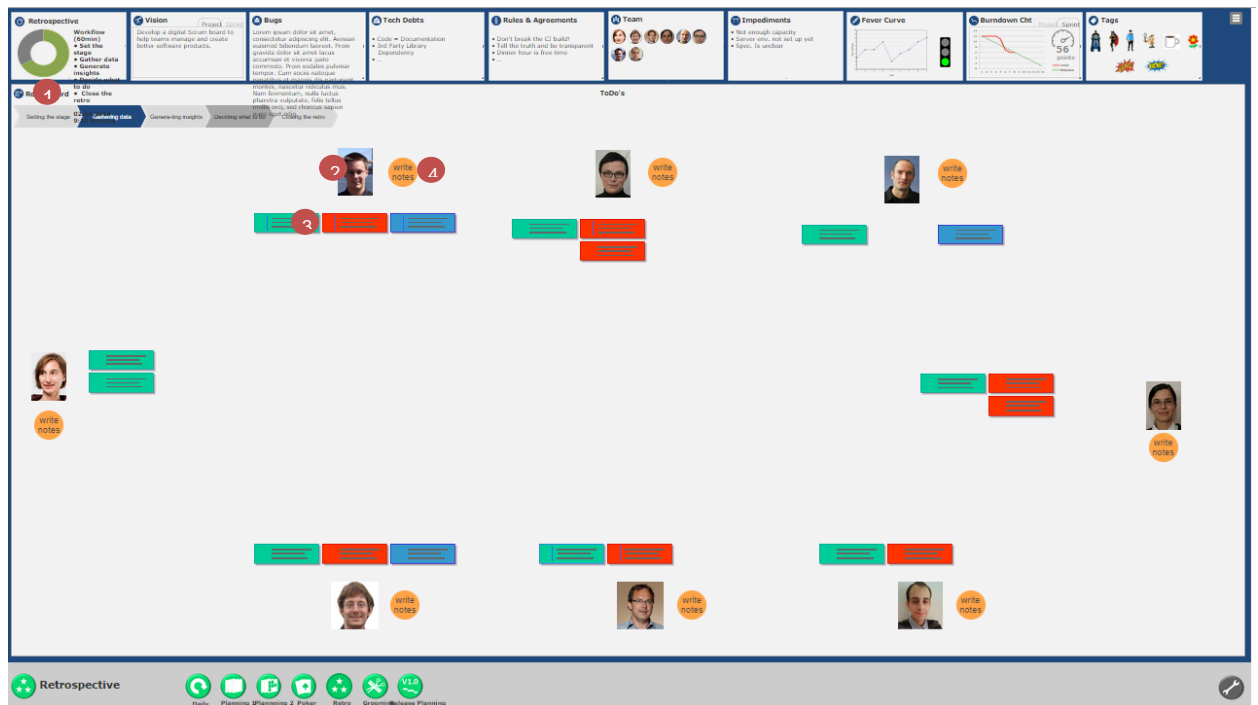
① Presentation of the current phase: Gathering data

② Illustration of the meeting participants analogous to a round table.

③ Presentation of the cards written by the corresponding meeting participants, but without the actually entered text being visible.

④ Presentation of the input process of the corresponding meeting participant
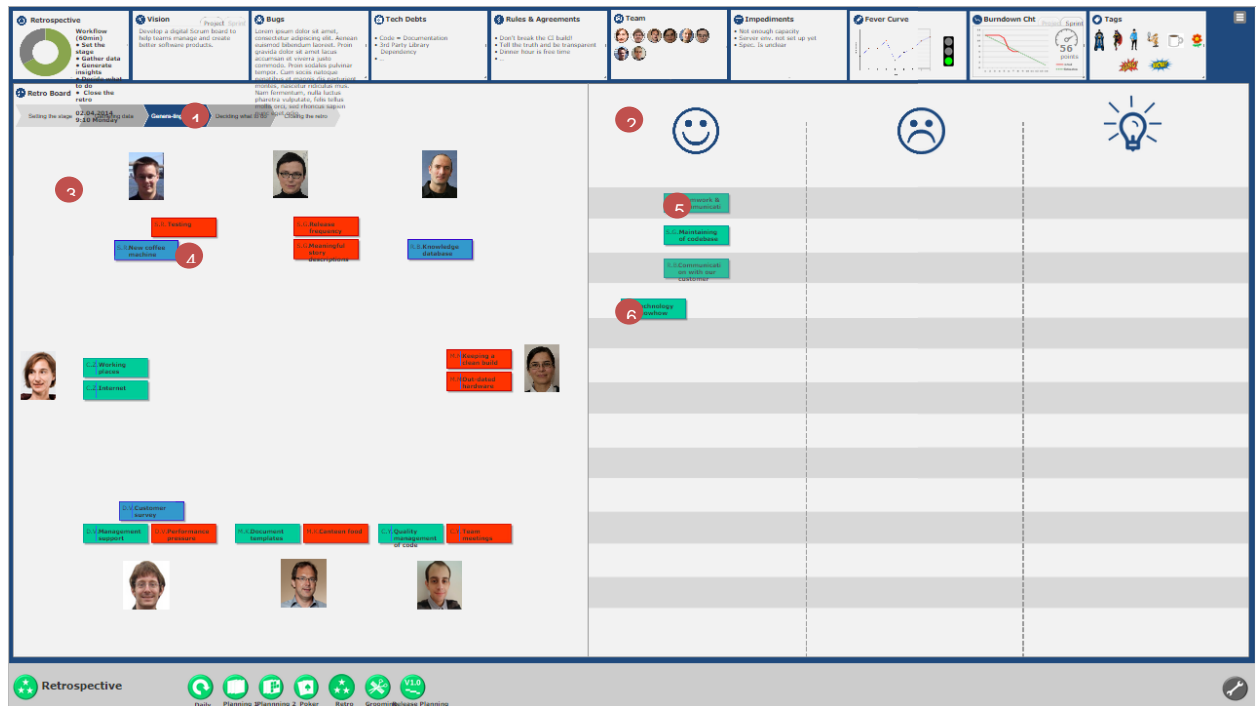
1.   Presentation of the current phase: Generating insights.

2.   Display of a partial area of the ToDo-Board with predefined but user-modifiable columns (what went well, what can be improved and ideas) with rows analogous to the task board, which represent the prioritization of the tasks.

3.   Reduced presentation of the team members participating in the meeting.

4.   Open presentation of the cards with the text entered by the respective participant.

5.   Cards moved by the participants into the appropriate column. These can be arranged arbitrarily (group similar maps, place between columns)

6.   Presentation of the map shift from the meeting participant to the ToDo board.
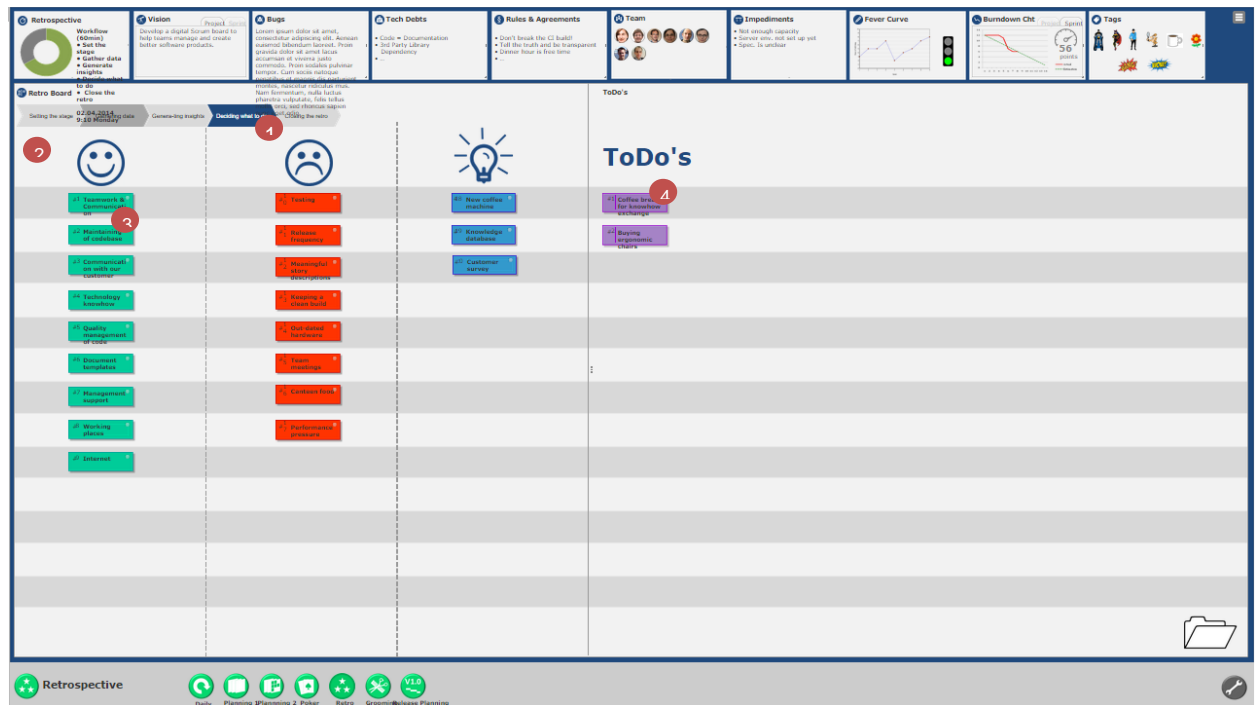
① Presentation of the current phase: Deciding what to do.

② Display of the complete ToDo-Board with predefined but user-modifiable columns (what went well, what can be improved, ideas and ToDo's) with lines analogous to the task board, which represent the prioritization of the tasks.

③ All cards moved by the participants to the appropriate category. The cards also contain information as to whether the card has already been discussed in the round (and possibly a ToDo has been created).

④ Unfinished task cards from the last meeting and in this meeting newly created, by means of separate device, task cards of the Scrummaster or possibly another team member.

1.2 Notes from User Workshop

• With ToDo's there must be the possibility to draw a responsible person
• Well, the text is not visible in the first step. (Group 1 + 2)
• Offer several methods (for a change)
• Could lead a team without Scrum Master
• You have to be able to clone the cards (maybe several in one line).
• A due date should be possible.
• A team chater "Code of Conduct" should be possible.
• Tool for the retro is not necessary.
• Offer the possibility that post-it's of team members can also be pre-written.
• Positive: Keep the positive / negative aspects.
• Grouping must be possible.
• Variety is not given. For example, draw a shuttle sign with anchor, rocks, etc. and then assign the cards to the Post-Its.
• Positive: fun factor. gamification

Possible consequences
• Work on additional methods as an option
• Offer alternative method variant (for example, figure instead of columns)
• Assign a person to a todo
• Free grouping of Post-Its and ToDos
• For some tasks ToDo's a kind of history (code of conduct)
• offer an option to position maps freely or to automate them automatically. to arrange