

2017-02-28 Docker Sprint 3 Retrospective

Date 28 Feb 2017

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Retrospective

What did we do well?

- The UI is very usable, lots of nice feedback and functionality visible now
- Consistency in the velocity at 20 points
- Got the wireframe relationship, it really helped with my front end skills which I was not confident in
- Wireframe feedback was excellent, really helped scope the work
- Got to demo to my supervisor which gave her a lot of insight
- Overall work pace was judged well for the most part, consistent delivery

What should we have done better?

- The story pointing on the skeleton was completely off, it could have derailed the entire sprint
- Velocity last sprint was off
 - you should have descope when you realised how big the UI was
 - you should have re story pointed the UI mid sprint to allow a controlled descope
- Tickets are not descriptive enough, need to add more metadata
- Didn't descope the testing in a container ticket, should have done that when the UI became so big

Actions

- [Stephen Coady](#) to review the backlog with a view to WHAT and WHY being evolved in the tickets as well as story points
- [Stephen Coady](#) to define the critical path through the project, ~80 story points left with a ~60 story point burn predicted
- [Stephen Coady](#) to add some investigative tasks around KeyCloak SSO for future work i.e. out of scope of this project