Team 19 - Sprint #2 Retrospective:
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What went well?

- User Story #31 (As a user, I would like the application to have a consistent user flow) went very well as the user flow is now excellent. The goal of the user story was to refactor the confusing elements of the UI. The MyBets feed was turned into three different feeds with tabbing to segregate the different types of bets belonging to the users. Additionally, the CreateBet form is much improved and the public feed has similarly been tabbed and segregated to include a private feed.

- The creation and integration of the Transactions table for keeping records of the flow of points in between users went very well. The tables were updated seamlessly and the bets are all being recorded in the database. This is very important as we move forward to a possible payment platform as the accuracy of these details should be immensely important to the users.

What did not go well?

Overall, this sprint went much better than the first. There was better communication and consistency throughout the development team. There were only three main errors throughout. The first was in the creation of unit tests. We did not create unit tests for all modules which we should have. The second was that we did not add expirations to bets. This expiration was mentioned in one of the user stories in how it pertained to a bet completing. And finally, there was not a good balance of work distribution amongst the users.

- For unit tests, in every user story, it was stated that it was stated that Unit Tests would be created for that module. In the end however, only one Unit Test was created for one module. This did not fulfill expectations for testing each module before integrating and it made integration testing take longer than expected as at points, some module would fail without any blame being on the integration of the components but on the module not being tested well enough.

- For User Story #6 (As a user, I would like to receive bets from friends) it was stated that a bet invitation should disappear when the bet was over. This implies however that bets can expire. Currently, there are not timestamps for bets in the table or any indications in expiration dates. There is some possibility of fixing this in the next sprint.

- There is still not a consistent distribution of work between developers, this is not from lack of work ethic or desire to contribute but task work hours being estimated incorrectly and therefore distributed unevenly. The biggest problem that this causes is in the work not being done at a good pace as less work can be simultaneously.

How should you improve?

Testing and work distribution are the focuses in improving work in the next sprint.

- Testing. Unit Tests or at the very least, modular testing will be done for each module moving forward. This will make integration testing easier in the end as each module should be sufficiently tested individually. The framework for testing the backend is already in place, but tests must be designed for each module either automatic or written test flows with expected output.

- Work Distribution. In the sprint planning phase, with a better idea of work hours per task from past experience designing the platform, it should be possible to better estimate and distribute work. This will allow the development team to create software faster as concurrent work will be the norm instead of any singular developer doing too much alone.