

# Optitour: Sprint 1 and 2 Feedbacks

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**Abstract**—This document provides an overview of our feedback and impressions from **Sprint 1** and **Sprint 2** of the project conducted under the **Agile methodology**.

**Keywords**—*Agile, Scrum, Sprint, Kanban, Documentation, Teamwork, Communication, Continuous Improvement*

## 1. Elise BACHET

### Sprint 1

I really enjoyed discovering the Kanban board, which was a new tool for me and turned out to be very practical. I also appreciated learning new things, especially React. I had never worked with this language before, so it was a great opportunity, even though I still have a long way to go. However, I liked less the feeling of not having been very efficient, mainly because I was still learning.

### Sprint 2

I liked less the fact that we used the Kanban board less, and especially that we sometimes stayed stuck for too long on certain issues. With more effective communication and better organization, we probably could have solved them more easily. On the other hand, I appreciated that after the second deliverable, we took the time to discuss what hadn't gone so well and to identify ways to improve. I also, paradoxically, appreciated this more challenging situation, which I had never faced before, because it taught me new skills that will be valuable in the professional world.

## 2. Andy GONZALEZ

### Sprint 1

Overall, I'm satisfied with what I delivered during this sprint. I managed to be efficient, and the deliverables were of good quality. It was also my first programming project in Hexanone, and I believe I fulfilled my role as project manager well enough for everyone to work comfortably. However, being the Scrum Master, even though it's a role I enjoy, put more pressure on me than I expected. I found it challenging to balance both responsibilities, developer and Scrum Master at the same time. I don't think there's anything specific to improve; I believe my progress as a Scrum Master will happen naturally over time.

### Sprint 2

During this second iteration, I don't think I managed to make as much progress as I would have liked, but I was still reassured by the head start we had gained on our deliverables during the first iteration. However, that very lead made the team rest on its laurels, which led to a general loss of motivation and unfortunately, I somewhat lost sight of my role as Scrum Master because of it. I believe I acted too late to re-motivate the team. That said, we've talked it through, and I'm confident we'll start off on the right track for our third and final iteration.

## 3. Louis LABORY

### Sprint 1

This first sprint was a real discovery, our first steps with the SCRUM methodology. And how pleasant it is to work within a well-defined framework! A new world opened up to me : one of efficiency and organization. In our previous projects, there wasn't such structure, and everything was done in a rush. Today, much to my delight, that's no longer the case. I'm pleased with the work I accomplished; I was able to accurately estimate how long my tasks would take and delivered everything on time.

### Sprint 2

Regarding this second sprint, I stand by what I said about accurately estimating the time required for my tasks. However, looking at it more broadly, we all lost sight of using the Kanban board, which caused a serious problem especially for the client since we didn't deliver all the features we had committed to. Like Icarus, we too flew a little too close to the sun...

## 4. Jason LAVAL

### Sprint 1

During Sprint 1, I really appreciated the team dynamic and how smoothly everything went. I worked on the backend classes, started documenting and testing, and most importantly, I completed the XML parser, which actually worked on the first try (a miracle!). Having a well-defined architecture from the start made development much easier afterward. I also enjoyed seeing the project evolve step by step and gradually take shape in a very cool way.

### Sprint 2

Sprint 2 had a different focus, centered on deliverables and documentation. It was less exciting than programming, but just as important for the project's consistency. I put a lot of rigor into producing clear and complete documents, and the positive feedback was very rewarding. Toward the end, **Louis Labory** and **Élise Bachet** gave me a helpful hand when the workload started to feel a bit heavy. Overall, I'm satisfied with the outcome: the documentation structure is now solid, and from here on, it's just a matter of updating it rather than rebuilding everything from scratch which was quite an improvement...

## 5. William MICHAUD

### Sprint 1

During our group project using the agile method, I really appreciated the frequent communication and the way we adapted to new feedback in each sprint. What I liked most was how everyone took part in team discussions, making collaboration easy and productive. If I had to mention a small downside, it would be that our daily stand-up meetings sometimes started a few minutes late because not everyone was ready on time. This didn't impact our progress, but improving punctuality could make things even smoother for future projects.

### Sprint 2

Working with the agile method helped our team stay organized and constantly improve through regular check-ins and retrospectives. I liked how everyone had a chance to contribute and how issues were caught early. The only minor thing I didn't like was that our meetings occasionally began a little late due to small delays from some team members. This wasn't a problem for our results, but it's something we could easily improve by being a bit more mindful of start times. Overall, the agile approach worked well for our group.

## 6. Lou REINA-KUTNIZEGER

### Sprint 1

During the first sprint, I appreciated how fast and efficient we were. The application took shape very quickly, which I found satisfying. We divided the tasks clearly and worked at a good pace. However, as a result of this task distribution, we split the development work among us, and I regretted not having much to do at first, then later blocking some of my teammates who needed the API endpoints I was developing. I think it would be better to distribute tasks more flexibly so that when someone is blocked or has finished their part, they can help others with theirs.

## Sprint 2

During the second sprint, we developed smaller but more complex and important features that made the application truly enjoyable to use, which I consider a victory. However, I sometimes felt lost in my work because I didn't yet master React, and what might have taken others 30 minutes took me 3 hours. I think I could have asked for more help and been clearer about when I was stuck instead of trying to move forward on my own.

### Nota Bene

You will find our **Kanban board** and the detailed list of tasks completed by the team in the annex directory named *Kanban\_Task\_Tracking*. It includes the full tracking of our work for **Sprint 1**, **Sprint 1 code tasks**, and **Sprint 2**. This document provides a complete overview of the team's organization and task progression throughout the project.