**Retrospective Report**

**Scrum Master: Teh Yi Ting**

**Project Name: EzWayBusTicketingSystem**

**Number of Iteration: 1**

**Iteration Duration: 21 November 2016 to 27 November 2016**

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| Things That Went Well |
| -Big user stories breaks down into smaller pieces of stories. For example, trip management user stories breaks down into view trip table, retrieve trip, create new trip, update trip and delete trip user stories.  -Small features improved estimation and planning.  -Work distribution allocated well to each to the members.  -Continuous use of pivotal tracker improve the transparency of user stories and their status.  -Fixed sprint time box ensures the works can be completed within the time. |

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| Things That Not Went Well |
| -Time limitation, there too many user stories have to be developed within the time of one week.  -The members unfamiliar with the scrum agile management process.  -The members unfamiliar with each other causes communication problem.  -Daily Scrum Meeting were effective but not efficient.  -Underestimated time needed to develop 13 user stories in one week.  -The decision of developing core functions of system in first sprint increases the complexity of implementation. |