Sprint 2 Retro

Team: Scrum of the Earth
GitHub: https://github.com/RMIT-SEPT/majorproject-7-tues-14-30-7

Things that went well:
Our team maintained our strengths from the previous Sprint, focusing on frequent and clear communication to overcome blockers quickly and efficiently; ensuring more development could occur. As our Sprint 2 goal focused on completing left over work from Sprint 1 and further implementing the features, task delegation was effective as all the developers were familiar with the tasks they'd worked on previously.

Things that could have gone better:
Our development pace has still meant that external reading and knowledge was necessary when implementing certain features or responding to blockers, but will still be a part of later Sprints as our required features become more complex.

Things that surprised us:
Similar to the last Sprint, aspects of development surprised us as our unfamiliarity meant tasks we believed to be relatively simple to implement required a lot more time than expected.

Final thoughts and lessons learnt:
The breakdown of user stories into task cards helped narrow down requirements for the Sprint, helping us efficiently and effectively move towards a minimum viable product while leaving extensions to later Sprints, and is a practice we will use moving forward. Continuing with meetings and regular communication has proven to be essential for completing Sprints efficiently.