**Sprint Retrospective**

Making the transition to the testing mindset was my biggest hurdle in this Sprint. I constantly had to realize I was in the developer mindset of making it work when running my tests, until I realized that things such as an element needing too much time to load is a defect within itself. It allowed me to trust my subjectivity on things such as aesthetics once I was able to think like a tester. It is our jobs as testers to be critical of the application and push its boundaries when possible, so I look forward to Sprint 2 having honed this skillset more.

Organization with Jira is another aspect that will have more focus, as it was not used outside of initial setup. I spent far too much time on my automation code, resulting in scattered workflow, only fixing issues with my tests as I saw them. There was a defect reported in my Delete feature for two whole days that I had not even noticed because I was so preoccupied with my Add feature’s Happy Path Scenario reporting errors. Using Jira to focus on one feature at a time would have resulted in a much healthier workflow.

Speaking of the Add feature, I am still unclear as to why the tests did not report added planets correctly, especially since they function normally on manual testing. I suspect it is due to stale elements despite me initializing elements with explicit waits for each step method to prevent this from happening. Perhaps I still need a deeper understanding of using waits. Or, perhaps using Actions would have been more suitable.

I am proud of my usage of testing philosophy in this sprint. I firmly believe I made good use of Boundary Value Analysis for my testing, although Equivalence Partitioning could have made for a few more tests. When I suspected something was not right while watching my TestRunner’s automation, I went in and manually checked it, which allowed me to find defects like the inputs not clearing after a submit, or being able to delete another user’s moon. I trust that these lessons will make me a much better test developer for next Spring.