

## Project Retrospective – Bike Nest

The RETROSPECTIVE was a very important part of the Bike Nest project. It gave each team member the opportunity to express their feelings and enabled everyone to speak up and suggest new ways of doing things. We strongly feel that each component of the RETROSPECTIVE led us grow together as a team and towards a functionable end-to-end-version of our app. But how did we apply the RETROSPECTIVE in our project and what impediments, solutions and success factors did we identify along our team journey? The following abstracts will give you a brief overview.

**IMPEDIMENTS.** The beginning of the project was very overwhelming for each of us. We did not receive that many **details on the project** idea itself and were not familiar with the **SCRUM method**. We found it would have been great to have **all lectures upfront** before starting working on the project. Furthermore, the expectations and deliverables by the chair did not fit our rhythm and pace, especially in the beginning. This all led to chaos and high work load for the whole team in order to **find a systematic structure for working together and defining features** and to do so. Once we found our flow of working and knew what we had to do, we were able to focus on getting work done instead of simply organizing ourselves. Over the time, we always identified impediments – mainly concerning **documentation and communication** issues. All of the communication issues were solved by the POs introducing meeting placeholders between POs and SDs, POs and our industry partner as well as a group meeting just between the SDs. The better the information the less detailed documentation was required, yet we introduced a new Kanban board for the SDs to **keep track of their technical tasks** in relation to our features and we additionally set up a Miro Board for a **user story map** and **current screen snapshots to visualize** what is on the Kanban board.

**SUCCESS FACTORS.** One of the most important factors we identified was the team itself. We partly knew each other before the AMOS module, have worked together on prior projects and all had our **individual strengths and expertise** that we brought to the table. We also noticed that we **all have the same drive, motivation and goal** and therefore, **we easily committed** to the same work attitude and expectations. The team contract was hereby a great way to not only ensure an equal understanding, but to also bring in some **fun moments** such as the creative brainstorming of punishments when someone is late to a meeting or treating others without respect. Besides that, **communication was the key to both performance and satisfaction** of the individual team members. We ensured that by conducting stand-up e-mails (including a happiness index), team meetings, smaller follow-up meetings and biweekly 1:1 sessions with one of the POs. This way we quickly worked out an effective and efficient group dynamic that saved both time and nerves and were very sensitive to everybody's feelings and situation. Hereby we always tried to answer the questions "What went well?", "What could improve?" and "What suggestion for improvement do you have?". This way we were able to support each other very well and **created an atmosphere of trust** where asking for help, listening to others and sharing knowledge was lived by. Also, **separate workshops with external experts** helped us to understand not only how to set-up our IT architecture, but how we can usefully create a common and structured understanding of our app requirements by mapping a user story. Another important aspect were our IT tools which allowed us to **document, structure and split the work**. This gave everyone the chance to be up-to-date and grasp a wholesome overview. The highlight of the project was not only the demo itself, but the **personal meet-up and celebration** afterwards.