

Project Retrospective – Apache Pulsar UI

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What went well?

We believe communication to be our team's core strength. Although from different backgrounds and with divergent interests, each member has found a way to connect with the remaining team. Furthermore, by promoting spontaneous and honest criticism, we developed constructive discussions and tightened our relationships. As a result, barriers such as embarrassment or fear were removed right from the initial sprints, and psychological safety was felt by every teammate.

The variety of talent among members led to a balanced and equal distribution of the workload during each iteration. In addition, backend and frontend developers had the opportunity to work on the same task simultaneously by performing pair programming. Furthermore, the knowledge gap between different members was only considered to encourage and motivate someone when they were not satisfied with the quality of their work. Lastly, at the project conclusion, each teammate experienced an increase in their skills. For example, mainly frontend developers learned about the issues related to extracting data from Pulsar, while developers having backend knowledge had the chance to work on the design and styling of the user interface.

What went wrong?

Because of the initial lack of response and feedback from the partner's side, the team felt uncertainty and ambiguity regarding the scope and objective of the project requirements. Fortunately, thanks to the continuous efforts undertaken by our POs, communication with RBI improved significantly, and the mental image of our product became clearer with each new sprint.

Since none of us had experience with Apache Pulsar, estimating the workload during the first three sprints was strenuous. In addition, we spent precious time researching and documenting our findings instead of coding. Also, the scarce amount of existing documentation available for Apache Pulsar caused further delays. Nonetheless, digging deep into foreign topics and new software has had a positive impact on our capacity to adapt. The same can be stated regarding last-minute changes and sudden requests by the partner.

Room for improvement

We believe that a clearer vision of the final product from the industry partners would benefit future teams and lead to high-quality software. In addition, we encourage partners to invest more time in communicating and exchanging development possibilities with the team. Lastly, feedback from the guests immediately after the sprint meeting could help teams in understanding and improving their performance.