Actions derived from Retrospective

Retrospective

**What worked well?**

Discussing and ranking user stories during the group meeting helped improve everyones understanding of what each user story meant and what was required to be done.

Delegation of user stories to team members during a group meeting proved to be effective. In addition, utilising online communications to inform other team members of any problems that have arisen.

Overall, team communication both in attending live meetings and conversing online has been done well and benefited the team greatly.

**What didn’t work well?**

The infrastructure planning was not very well thought out. In terms of the project, how the team would design the program and what technologies it would require was on debate for too long without coming to a certain action.

The selection of which integrated development environments was debated and various team members encountered problems setting up said development environments.

Not deciding on a coding style or standard to follow is a problem, however it seems everyone is coding to a similar style anyway due to most team members having exposure to the same style in a pre-requisite subject, INB370 - Software Development.

Not only coding standards but standards on testing were not specified, for example, some team members will be testing the application using an emulator and some using an Android device but it may have been beneficial to discuss a common specification for the members using emulators for ease of testing.

**What should we change and how do we do it? (Actions derived from Retrospective)**

We should change the things that did not work well: infrastructure planning, selection and setting up of IDEs and other development tools, deciding on a coding style or standard and testing standards.

Due to the teams communication both in team meetings and online a lot of these issues have already been brought to attention, discussed and solved, to an extent.

The available infrastructures were researched and a decision was reached by the team to use a server with PHP scripts to query the database.

The selection of which IDEs to use boiled down to preference after a poll was posted on the teams Facebook group which was after lengthy discussion on the topic had occurred previously. Some members in the group have chosen to use Android Studio BETA and others have chosen to stick with using Eclipse Luna Enterprise Edition.

A coding standard or style still has not been discussed or decided on yet although the coding style seems to be the same anyway, a discussion will be held whether or not to formally select a coding standard.

The issue of testing the application using emulators with different specifications has been solved as there were a lot of issues running the emulators in the first place, so a majority of team members have the same specifications for their emulators in hopes to fix the issues at the time. If problems arise in the future and one member finds a fix then it’ll be easy to fix for other members encountering the same problem as the emulator specifications have been standardised throughout the team.