Sprint 1 Retro

Project Retrospective

- **Team #: 3**
- **Project Title: Charles**
- **Sprint #: 1**
- **Title of Stories covered in this Sprint:**
  - Login
  - Register
  - Subscribe
  - See Stock Chart
  - Use Charles on the Internet
- **Team Information:**
  - Scrum Master name: Bailey
  - Pair 1 names: Austin & Daylen
  - Pair 2 names: Justin & Micah

Retrospective:

What worked well	What didn't work well	What can be improved/Suggestions
Pairs communicated effectively	Time constraints due to working made us overestimate our velocity.	The team can allocate shorter, more frequent meetings to get work done more efficiently.
Despite challenges, all work was completed.	Additional work had to be put in for the less experienced members causing additional worktime	Pairings are matched by skill level to compensate. Pairings will increase collaboration to ensure all members possess all the necessary skills to complete development.
Clear sprint goals made collaboration easier.	Insufficient testing resulted due to a major focus on development	The team will balance development and testing for the next 2 sprints.

Next Sprint Information:

** Note if no more Sprints; just put "Project Terminated-Final Sprint", otherwise, fill in the information below**

- Sprint Number: 3
- Sprint Start/End dates: 19NOV2024-02DEC2024
- Stories Covered:
    - **Login**
    - **Register**
    - **Subscribe**
    - **See Stock Chart**
    - **Use Charles on the Internet**
    - **Un-Subscribe**
    - **Change Stock Chart Time Frame**
    - **Add Indicators to Stock Chart**
    - **Test Trial Before Paying**
- New ScrumMaster: Justin
- New Pairs: Austin & Bailey, Daylen & Micha
- Stories to be completed:
    - **Change Indicators on Stock Chart**
    - **See News for Stock**
    - **Change Stock with Previous Given Indicators**
    - **Charles will friendly respond to requests**

Sprint 2 Retro

Project Retrospective

- Team 3
- Project Title: Charles
- Sprint 2
- Title of Stories Covered in Sprint
  - Un-Subscribe
  - Change Stock Chart Time Frame
  - Add Indicators to Stock Chart
  - Test Trial Before Paying
- Team Information:
  - Scrum Master: Daylen Griffin
  - Pair 1: Bailey Nguyen & Justin W. Hawthorne
  - Pair 2: Austin Johnson & Micah Clark

Retrospective

What worked well	What didn't work well	What can be Improved/Suggestions
Clear sprint goals made collaboration easier.	Time constraints reduced the amount of testing that could be performed.	Balancing development and testing for future development.
Pairs communicated efficiently and effectively to complete each story. Conducted additional practice for daily standup meeting(s).	Additional life responsibilities made it difficult to collaborate in person.	Allocating shorter more frequent meetings to increase communication frequency.
Despite challenges, all work was completed on time.	Lesser experienced developers experienced a larger learning curve versus the veteran team members.	Continuing to pair veteran members with newer developer members to increase knowledge transfer and skill development.