

Datum: 22/04 - 2022

SPRINT PLANNING

Go over the product backlog.

Estimate time/effort for each user story.

Determine which stories should be worked on in the coming sprint.

Work distribution.

UI

Discuss the contents of the hamburger menu to the left

KPI

Discuss KPI on monday.

SPRINT REVIEW

Process

1. What went well, and why?

UI

An earlier mockup made it easier to work further. Figma worked well as a tool.

Coordinates

Work flowed well and the result aligned with our thought out goal.

Guide

Conventions already in place allowed a stable ground for contribution. Some of the formatting work might be automated which reduces resource consumption.

2. How can we replicate that success in the next sprint?

UI

Keep using visualizations to align work goals.

Coordinates

Follow the same process

Guide

Keep taking inspiration from already existing open source projects.

3. What could have gone better, and why?

Coordinates

Some of the work might have to be changed as the UI progresses

Optimal meeting point

The user story might not be finished this week as it might be too large to finish within the given timespan.

General

User stories are sometimes too vague which makes them hard to work upon.

Go through the application flow before working on features that contribute to that flow.

4. Is this issue preventable with a process adjustment?

Optimal meeting point

Divide the user story into smaller easily completed parts.

5. How can we streamline and simplify our process to make it easier?

Put more effort into creating specific and clearly defined user stories.

Work on a clearly defined workflow to reduce logistical problems.

6. Does everyone fully understand our process?

Everyone understands our current process.

Time

1. Were our original time estimates accurate?

UI

Went much faster than anticipated.

Coordinates

Perfect estimate.

Guide

Perfect estimate.

Resources

1. Was the workload appropriate for the resources that we have?

Some considered the workload appropriate while others saw that it was too light.

2. Was work distributed evenly?

When considering velocity everyone experienced an even workload.