## **Datum: 29/04 - 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.

# SPRINT REVIEW

Process

1. What went well, and why?

**Directory Structure**

The pre-planning was concrete which made following it easy.

**Zoom invite**

There were resources at hand and we could help each other.

**More poolers**

There were many flow.

**Figma components**

React guidelines were helpful. Code structure functioned well.

**Sending URLs**

There was sufficient documentation.

**Landing Page**

The tools were suitable for the task at hand. The result fits into the rest of the project. Sources of inspiration helped with the creative process.

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

**Directory Structure**

Plan ahead before implementing in code.

**Zoom invite**

Keep utilizing the internet

**Figma components**

Work statically before using states.

**Sending URLs**

Follow documentation for the specific purposes. Ask when you don’t feel sure.

3. What could have gone better, and why?

**Figma components**

Divide into smaller parts as the user story was too big.

**Optimal meeting point**

The biggest user story. Must be divided into smaller parts such that progress is more apparent.

**More poolers**

Project goal could have been more clear such that refactoring hadn’t been needed.

**Sending URL**

The user story was valued too low as restructuring of other parts had to be made.

**General**

Utilize the review part of scrum more such that we get more insight into parallel user stories.

Three people on a larger user story were too much.

4. Is this issue preventable with a process adjustment?

**Figma components/Optimal meeting point**

Yes, make user stories smaller when needed.

**More poolers**

Present concepts such that everyone has the same picture.

**Sending URL**

No, underestimating is a part of learning Agile.

**General**

No, just following the process solves the problem.

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

The process feels sufficiently streamlined as is.

6. Does everyone fully understand our process?

Yes!

# Time

1. Were our original time estimates accurate?

No.

Resources

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

No.

2. Was work distributed evenly?

Yes, but when too many people worked on a user story there were uneven workloads.