

Sprint Retrospective 3

Tuesday, October 26, 2021

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What was good?

- Communication
 - Scheduled meetings frequently
 - Scheduled a meeting 50% into the Sprint and went pretty well for presenting progress
- Task Breakdown
 - Work Items were broken down to very small tasks which allowed us to understand what needs to be done and helped with priority scaling

What was bad?

- Time
 - 4 - 5 day Sprints are not good at all
- Lack of Perspective even w/ research leads to Redundant or Unnecessary Tasks
 - Lack of perspective again even after implementing the changes we suggested in the last retrospective
- Not Available for Office Hours
 - Due to conflicting schedules teammates cannot show up for Office Hours or stay too long
- Bad Estimation
 - Not considering the total hours of the whole team in our Sprint estimation leading to severe underestimates
- Dependent Tasks
 - A few tasks were unexpectedly dependent on each other which prevented one of us from completing work until the tasks depending on were finished

What changes could be made?

- Time
 - Schedule Sprints to be at least 6 days and maximum 14 days

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- Ideally Sprints should begin after a Sprint Planning scheduled on a Friday, so the Sprint begins on a Saturday
- Ideally our Sprint length should be 8 days, more days if more work needs to be done
- ~~Question: Are overlapping Sprints okay as long as the Sprints converge after 1 Sprint? Do those exist or allowed in Scrum?~~
- Lack of Perspective
 - Previous change was to ask our client more questions frequently, but the client could not respond fast enough leading to the same issue as before
 - Question: Ask the professor for advice for this issue?
 - Make at least 5 hours of research before Sprint Planning
 - Ask more questions but the minimum will remain at 1 question per person
 - Get faster response time, so attend office hours loaded with all the questions we could come up with
 - consider Sprint Planning to include Office Hours, but the Sprint Planning must be scheduled on a Wednesday or Friday
 - Answer:
 - Asyn comm = questions quick to answer
 - Sync comm = back and forth questions
- Not Available for Office Hours
 - Treat it as if you were going to Office Hours prepared with questions to ask and send those questions to teammates available to go to Office Hours
 - Each question must have at least 1 sentence for context that the available teammate can use to understand the question
 - The available teammate does not repeat the context sentence(s) to the professor unless they deem it necessary
 - A meeting to summarize the Office Hours to teammates that couldn't attend should be scheduled no later than 24 hours after the Office Hours has ended
- Bad Estimation

- Now that we have more data from previous Sprints we can better estimate the total time needed for a Work Item
- Steps:
 1. Combine everyone's proposed capacity for the Sprint
 2. Consider the Work Item at face value (the bad estimate)
 3. Increase the number of hours for the Work Item when:
 - the Work Item is considered to be greater than a Story
 - ◆ double the Story Point for each level increase
 - ◇ **Ex.** a Story w/ 30 hr turning to an Epic is now 60 hr
 - ◇ **Ex.** a Story w/ 30 hr turning to a Fable is 120 hr
 - ◆ split the Work Item among different Sprints if increasing the Story Point is necessary
 - the amount of task hours don't add up to the Story Point
 - ◆ add the task hours to the total Story Point and repeat these steps
 - ◇ if task hours are lower, reduce Story Point, else increase Story Point
 - the total hours the team can commit to is over 2x the Work Item estimate
 - ◆ Either further analyze the Work Item and repeat these steps or add another Work Item of equivalent Story Point
- Or since we've accustomed ourselves to each other's work styles/availability, estimate based off intuition, gut feeling, past Sprint experience
 - Question: To what extent is math involved in estimation? Is the other part intuition based on years of experience?
- Answer:
 - Developer Optimism
 - Math = worst cases, combats ^