



**Queensland University  
of Technology**

## **IFB 299 - Application Design and Development**

### **Sprint 1 Retrospective (5%)**

**Due Date: Friday, Week 10**

**Tutor: Benjamin Saljooghi**  
**Tutorial Time: 5-7pm Wednesday**

Student Name	Student #	Role
Sarah Deriche	n9683542	Scrum Master, Product Owner
William Joseph	n9937790	Developer
Joshua Wakeling	n9454608	Developer
Benjamin Hope	n9478523	Product Owner

## Effective communication with the team

### What you did well?

- Used a Facebook group chat to learn more about each other's work ethic and attitude towards this unit.
- Setting individual tasks for team members according to capability.

### What you did not do well?

- Staying focused and on task during the start of group meetings, that lead to wasted time.
- Rarely had elaborate discussions between the two roles (i.e. Developers and Product Owners) on work to do.

### What will you do differently next time to improve the performance of the team?

- Setup 10 min online meetings following the Agile daily scrum concept that addresses individual progress:
  - What did you do yesterday?
  - What will you do today?
  - Are there any impediments in your way?
- Scrum master can encourage cooperation from all team member to ensure everyone is on the same page by ...

## Effective team participation (e.g., talking with tutor or client)

### What you did well?

- Never hesitate to get help from tutor to clarify doubts and misunderstand of requirements.
- Successfully identified tasks suitable for each member's capabilities and skills.
- Worked fluently as a team without major disputes.

### What you did not do well?

- Seek client for much help nor did we regularly provide feedback for each other's work.
- Accordingly note down feedback given from the client.

### What will you do differently next time to improve the performance of the team?

- Prepare structured and detail oriented feedback to give at the end of each section completed to ensure satisfying end results.
- Scrum master to add in any useful tips given from tutor to implement into our product.

## Effective efforts to control the quality of the project

### What you did well?

- Followed the same structure format for all documents (e.g. user story structure slides).

### What you did not do well?

- Rarely proofread our work to ensure its at its best.
- Gain enough knowledge about Django.

### What will you do differently next time to improve the performance of the team? (Initiate)

- Delegate one member the task of making sure client requirements were met and overall format and grammar is clear.
- Learn Django framework (researching and getting information on Django, Python, MySQL integration syntax) by all team members including IS students.

## Effective keeping the client or tutor informed

### **What you did well?**

- Providing the client with screenshots and documents whenever a task is completed.

### **What you did not do well?**

- Update GitHub/G-drive frequently with the code written, leaving the client clueless of the actual progress of the website.

### **What will you do differently next time to improve the performance of the team?**

- Check GitHub repository to check if all work done to that point is available to client, regardless of its functionality.

## Issues raised

### **What you did well?**

- Overall team members handled disagreements in a mature manner and always found a middle solution to conflicting opinions. Issues that might have delayed our progress have not come up which goes to show the open communication and honesty the team members.

### **What you did not do well?**

- Issues with the code and implementation of Django were not discussed clearly.
- Following sprint plan was quite impossible as we set high standards that we could not achieve.

### **What will you do differently next time to improve the performance of the team? (Initiate)**

- Informing the rest of the team members of occurring issues and changes that might have an effect on the project. This makes room for open discussions and collaborative thinking that often boosts the rate of efficiency.
- Try to set realistic goals and hours to put in the second sprint as well as set short due dates for each task for members to follow before the final product deadline.