

CS 407

Spring 2018

Sprint 1 Retrospective

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MakeItHire

Team 23

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1 What went well?

Our idea for this initial sprint was to divide the user stories such that we could independently operate, thus removing blockers between disciplines. We were mostly successful in this regard, as we were able to develop our components at our own speed, allowing us to independently and quickly build the pillars that the rest of the service would sit on top of, albeit without much room for integration of all our components. The following are completed tasks that we feel we should highlight.

- Server runs without crashing, no matter what request is sent by user.
- There is no Front-End lag or visible delay when it communicates with server via Get/Post requests.
- User is able to sign in/sign up using "Login" page.
- User is sent a token upon successful sign in which allows him to get profile information and grants access to other portions of the app.
- If no valid token is stored in cookie, user is redirected to "Login" page.
- User can edit his profile information, upload resume and cover letter which all gets stored in the database.

2 What did not go well?

A struggle for this sprint was the initial job of determining the technologies that we would use to build our project. It took a delicate evaluation of the skill sets our team had as well as barriers to learning a new technology to ultimately make our decisions. This took a bit longer than it should have, as we somewhat haphazardly made decisions before evaluating the full implications, both to our teams work efficiency and project feasibility. Additionally, as we build out the different tasks in our user stories, we at times discovered potential pitfalls on our initial approaches, meaning we had to adjust our approach of cut features that simply were not feasible. The tasks that we were unable to complete are enumerated below.

- We spent too much time getting individual work done at the beginning of the sprint. This lead to trouble with integration and panic toward the end of the sprint.
- We procrastinated many of the time-heavy stories and instead focused on some of the faster and easier stories.
- Much of our integration was done very last minute which resulted in a stressful environment and not much sleep. This was mainly due to an underestimation of task difficulty and overestimation of technical abilities.
- We didn't have the opportunity to front-load enough work in the beginning of the sprint. This would have prevented problems from developing later on.

3 How should you improve?

While having concrete technology definitions puts us in a much better position for executing sprint 2, we need to focus on improving collaboration between the different components. Especially considering the large amount of integration between disjoint components we have slated for this upcoming sprint, we may create a working session that allows cross pollination between these different areas in order to allow quick integration and problem resolution. New policies approaches for improvement;

- We have 2 meetings scheduled weekly, which both have drifted away from a scrum setting and towards a working session. For this next sprint, we will be more rigid as far as scrum execution and then use the remainder of the time as a working session to work in the presence of each other. This should allow us to not get mired in details when going through the scrum process while also allowing problems to be worked through by the stakeholders.
- We are now working from a unified repository. This will allow us to collaborate more effectively and ensure that our components interact with one another properly.
- One approach we changed with our sprint 2 plan was instead of trying to plan around blockers by having user stories be as disjoint as possible, we decided to accept the collaboration across different user stories and introduce work session mentioned in the first point.