

Sprint 1 Retro

Team Squirtle

Project: Voucher Vault: Blockchain Voucher Platform

Date: 2024/08/27

Members: Yedidia, Caeden, Luke, Izak, David

1. What Went Well?

- **Efficient Task Organization:**
We effectively prepared and organized TODO tasks using Notion. This streamlined our workflow and ensured that everyone was on the same page throughout the sprint.
 - **Goal Achievement:**
We successfully met all our goals for the first sprint. We were strategic in identifying achievable and realistic sprint goals. We were focused and dedicated, which allowed us to achieve our objectives within the planned timeline.
 - **Successful Demo Presentation:**
Our demo presentation was well-received, demonstrating our progress clearly and effectively. Our team's hard work and preparation were evident in the quality of the presentation.
 - **Flexibility in Planning:**
We emphasized flexibility in our planning, allowing us to adjust our direction when necessary. This adaptability was crucial in addressing unexpected challenges and opportunities during the sprint.
 - **Strong Team Collaboration:**
We worked well together as a cohesive unit, effectively delegating the workload according to each member's strengths. This collaboration was key to our success in meeting the sprint goals.
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2. What went wrong?

- **Minor Bug Fixes and Technical Difficulties:**
While there were no major issues, we did encounter some minor bugs and technical difficulties. These will be addressed in future sprints.
- **Understanding User Experience:**
We identified a need to meet face-to-face with the Impact team to gain a better understanding of the user experience they want us to provide. This interaction will help us align our development efforts more closely with user needs.
- **Struggled to communicate effectively with the customer:**
We found it difficult to arrange meetings that suited the diverse schedules of the various parties. We also did not communicate with the customer on Slack enough with regards to getting feedback on our approach.

3. What did we learn?

- **Enhanced Communication and Organization:**

We recognized that clear and effective communication, with strong organizational skills, is crucial to succeed as a team.

- **Leveraging Team Strengths:**

We discovered the power of trusting both ourselves and each other in our individual strengths. By playing to each other's strengths, we significantly boosted our overall productivity.

- **Pushing Boundaries:**

We learned to embrace the challenge of stepping out of our comfort zones by exploring new skill sets and tackling unfamiliar coding topics, which expanded our capabilities and confidence.

- **Understanding Customer Needs:**

We learned how to effectively adapt to the customer's evolving requirements, even when their specifications changed or were unclear.

4. What changes can we make?

- **Communication**

We can contact the customer more on Slack to get feedback on design choices. This will align more with our goal of "Customer Collaboration" and direct the end product more towards what the customer has in mind. Our understanding of the specification and requirements will also improve.

- **Meetings**

We are going to meet with the customer in person to gain a better relationship which will ultimately benefit the product. This will undoubtedly ensure that we can gather more information about what features to implement, through utilities such as user stories.

5. Action Items:

- ☐ Organise in person meeting
- ☐ Communicate more over Slack
- ☐ Ensure we all have Slack Notifications turned on
- ☐ Organise more frequent team check-ins