**Sprint Retrospective Report**

**Date:**

* 25/12/2016

**Participants**

* Scrum Master (Hiew Chin Ching)
* Team member (Christopher Foh Wei Chung, Chu Yung Onn, Ho Kin Hoe, Chua Jien Xian, Kelvin)

**Prepared by:**

* Scrum Master (Hiew Chin Ching)

**Content:**

**What went well during this sprint?**

* The collaboration of scrum master and team member (developer) of discussing the object class, data-accessing class, database design, and others had greatly reduced the time of finalizing the necessary class required for the project.
* The collaboration of developer together working on the selected module is effective rather than a developer working alone on the selected module as working in team allow exchanging of opinion and advice.
* Daily scrum meeting is a good practice to allow the scrum master to have an overview of the project’s progress as member of the team will report their goal and obstacle that preventing them from moving on.

**What went wrong in this sprint?**

* Team member had unexpectedly encounter a few technical issue such as computer broke down, frequent unresponsive state of programming tool and etc.
* Team member had underestimated on the basic requirement such as the validation which eventually cause a few problems to arise during testing stage.
* One of the developer had frequently took sick leave and cause a slightly delay in the development progress.

**What should we do differently to improve in next sprint?**

* The team should continue to work in pair or more for a single module to allow exchanging opinion and advice to boost the efficiency of their work as working in team allow the module to be cross-check before submission.
* The team member should prioritize the validation as part of their requirement to avoid broken code build and issue to arise during testing stage. The team member should avoid things to be taken lightly when come across such thing as such thing can drag down performance and team velocity.
* The team member should seek for other developer help whenever encountering something that is way beyond their capabilities to avoid wasting time on single thing that is blocking them from move on which will eventually drag down the team performance and velocity.