Team PorkBelly
Sprint 1 Retrospective
15ᵗʰ September, 2021

Summary of discussions.

What was done well.	What did not go so well.	What could be done next sprint.
Infrastructure was established to support back-end and front-end on the same deployment.		
Front end implementation created a good separation between presentation components and lifecycle processes.	Interface definition for lifecycle processes were regularly revised throughout front-end development.	The planning stage for these interfaces should be planned out with more depth to implementation, in alignment to requirements. Usage of these should be communicated better.
Back end implementation to support the card CRUD and authentication features.		
Size estimation practice was appreciated as it informed the team of the story's requirements and tasks.	Size estimation was not accompanied by time estimation. Estimations, when incorrect, where incorrect vastly. Estimation occurred during the sprint, rather than before its opening.	Time estimation should be done and completed before the sprint begins – requires knowledge of the team's velocity. Research on the tasks should be done to expose the steps required for it. (See team discussion 1).
GitHub issues provided a good abstraction for 'Tickets' that each member took up. GitHub projects as a project board was well accepted.	There were issues on the repository that did not pertain to any user story (Bug fixes, infrastructure) but belonged to the sprint.	(See team discussion 2).
	There was a 'dry spell' during the second week of the sprint, prompting a one week extension, and pushing back 'Visual Task' styling to the next sprint.	Team members should communicate to others when feeling uncomfortable of completing their tasks at the desired deadline, allowing others to investigate their problems and/or step in for the task. (See team discussion 3)

Sprint review commentary:

Tags were brought up as a missing feature in the review. This would be worked on in the next sprint. But overall the team would like to plan fully for the whole sprint before starting the work.

Regarding visual styling to decorate the application, apart from using CSS for visual styling, Shang Zhe would like use custom React hooks in order to facilitate dynamically changing the component hierarchy for responsive designs.

Team discussions:

1. Poker had been done at 8pm in the evenings. Despite their scheduling, it was done to accommodate members' differing schedules. The team had missed on time estimation for they had little knowledge of their member's velocity. However, this had led to issues regarding the rate tasks where completed. Next sprint, size & time estimation should be done before the sprint backlog became published to allow dynamic setting of a sprint's duration and realistic. Such sprint planning should be made with the intention to last throughout the sprint. Time estimation must take into account the different skills of the team's members. Overall, this planning should be done before the sprint and not during it.

2. Regarding Github Issues and sprint backlog, Walter mentioned that there was not a one-to-one with user stories. Richard argued that if we would like a 1-1 correspondence, then smaller issues would need to be produced as extensions of those stories, which defeated the purpose. Parit showed that user stories showed the priorities of the requirement, and that issues provided a means to abstract key points for to complete the task.

   Shang Zhe mentioned that at the start of the project, it was difficult to establish a 1-1 issue user story correspondence due to the requirement of creating the infrastructure – backend and devops – before user stories could be implemented.

3. The dry spell was during when the Life-cycle was completed – week of Sept 3. The team acknowledged that having dry spells was a natural part of the process, however Shang Zhe mentioned that the team should have communicated that they were unable to complete their task. Recalling the pre-standup meeting on that following week where members found out that they had lost a week. Communication of slow progress would allow others to feel less inclined to probe others for their work. Members should be open about their roadblocks and not feel stigma of explaining why they would be unable to complete the job. This would harmoniously allow others to pick up that work.

User Stories Completed:

The following user stories have been completed to the extent where an adequate user interface is provided to support them. These interfaces have yet to be styled into its finalised appearance.

User Story	Related Task numbers	User Story Description
N/A	T1	Code Infrastructure and boilerplate
N/A	T9	Authentication middle-ware*
1	T2, T4	User is able to register with username and password
2	T2, T3, T11, T12	User is able to login using registered username and password. Upon successful login, they are displayed the application's home page listing the cards they own
3	T5, T6	User is able to create a card, and save it to the database
4	T5, T7	User is able to edit the details of a card, and save it to the database
5	T5, T8	User is able to delete a card from the database
6	T5, T10	User is able to see the details of a selected card
7	T12, T13	User is able to filter cards based on keywords entered into the search bar present in the application's header
8	T5, T6, T7	User is able to append additional fields to a selected card.
9	T5, T6, T7	User is able to insert blob text notes to a selected card.
*Task T9 is required for all user stories except 1,2		