Sprint Retrospective: Sprint 1

What went well in this Sprint

- Good turnaround for communications; issues are resolved within a day or so
- Fast responses for Pull Request reviews when prompted via Github and Group Discord server
- Learned the basics of using React Native and SQL from little to 0 prior knowledge
- Sprint planning was clear, user stories were broken down to specific independent tasks and story points were well assigned
- Able to come to a decision on which device aspect ratio should development be prioritized with (Pixel 7a emulator)
- The majority of assigned tasks are completed and integrated into sprint-1 branch, the rest are already in a pending PR
- Figma prototype helped communication regarding Frontend styling and it sets a concrete expectation of how it should look like

What did not went well in this Sprint

- Some tasks were started late and took longer than expected to complete which leads to late PRs that are yet to be reviewed
- Sometimes daily updates were not specific enough, some issues are not immediately brought up
- Some of us still has issues with the emulator which is a development blocker
- Some meetings started more than 5 minutes past the agreed meeting time

What to do different for next Sprint

- Create template of daily update so that updates will be more specific, include non C01 related blockers in the template
- Now that we are more familiar with the structure of the app and the technologies used, we need to pick up the pace for the next Sprint
- Meetings will start 3 minutes after the agreed meeting time regardless if some members are missing
- Give specific estimate of when tasks will be completed
- In the beginning of next sprint, we list down other non C01 responsibilities to avoid misunderstanding and improve task allocation