Queensland University of Technology

Sprint 1 Retrospective

IFB299 – group 45

*Tutor: Mr Prakash Bhandari  
Date Submitted: 04/10/17*

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| STUDENT NAME | STUDENT NUMBER | ROLE |
| *Aiden Bird* | n9900489 | Product Owner |
| *Andrew Grant* | N9495291 | Developer |
| *Gyeongmin Jee* | N9665072 | Developer |
| *Sandra Finow* | N9144757 | Scrum Master |

sprint 1 retrospective

ifb299 – group 45

# TEAM communication

* *Excellent presentation of what you did (or/and did not do) well, and what you do differently next time for the communication within the team*
* *No spelling or grammatical errors*

For Sprint 1, group 45 had effective communication standards and consider it a characteristic that was done well. On top of our weekly meetings in class for our tutorials, group 45 held two weekly online meetings via *Slack* also. This ensured all team members could keep up to date with the project and were able to effectively communicate any issues or queries to the rest of the team that were either encountered during the tutorial work, homework tasks, or individual tasks related to completing the objectives for the first sprint. This also enabled all team members to proactively collaborate and enabled a formidable team environment to be built. To ensure the weekly meetings were easy to log and search, we created different weekly channels on *Slack*, such as #week1, #week2, #week3, and so forth. Five examples of our weekly online communications can be found in the *Appendices* under *Figure 1 – 5*.

Despite having two online meetings a week, as they were online meetings instead of face-to-face meetings, it meant that the meetings were quite slow and often took longer than anticipated for multiple reasons. One reason is that when talking online, communication can often be wrongly interpreted as there is no proper tone or pitch. Another reason is that online chat often goes by quickly, and different members often sent messages concurrently, causing some confusion and making it difficult to understand and keep up with everyone’s ideas or issues individually. Additionally, it is hard to really know if all members are actively monitoring the messages sent, or just tuning in occasionally.

As such, group 45 will need to modify the way they communicate throughout the week. Instead of holding two online meetings on *Slack*, one meeting can be changed to a *Skype* call meeting. This ensures all members are actively involved in the meeting and mitigates the issue of members typing messages concurrently and making the meeting difficult to follow along. Also, as the meeting is done in real time, it should aid in the duration of the meetings not exceeding anticipated time and additionally alleviates the issue of members tuning in occasionally into *Slack* meetings.

# TEAM PARTICIPATION

* *All requirements or feedback from the tutor and client are well recorded and integrated*
* *Demonstrates team has discussed, agreed (or not agreed) and taken responsibility for the contents*

< we uploaded this to …….. google docs for quick and easy access……\*wink wink nudgenudge\* >

Requirements from the tutor and client in relation to both the sprint and weekly workshop tasks have been recorded on Slack during the weekly meeting. Additionally, the agreed taken responsibility for the contents was presented in the Meeting Minutes documentation created by the SCRUM Master for all members to view.

Tutor’s feedback from the sprint and release plan suggested that group 45 xxx, as such, the group modified their sprint plan to incorporate these key points. Specifically ………

# PROJECT QUALITY CONTROL

* *All artefacts are monitored to ensure that the project complies with the quality standards.*
* *Quality standards are measurable.*

# INFORMING TUTOR AND CLIENT

* *All due dates of milestones and/or artifacts are clearly documented and showed to the client.*
* *The client or tutor receives all deliverables on time.*

All due dates and/or artefacts are clearly documented and showed to the client through Slack and Github.

# issues raised

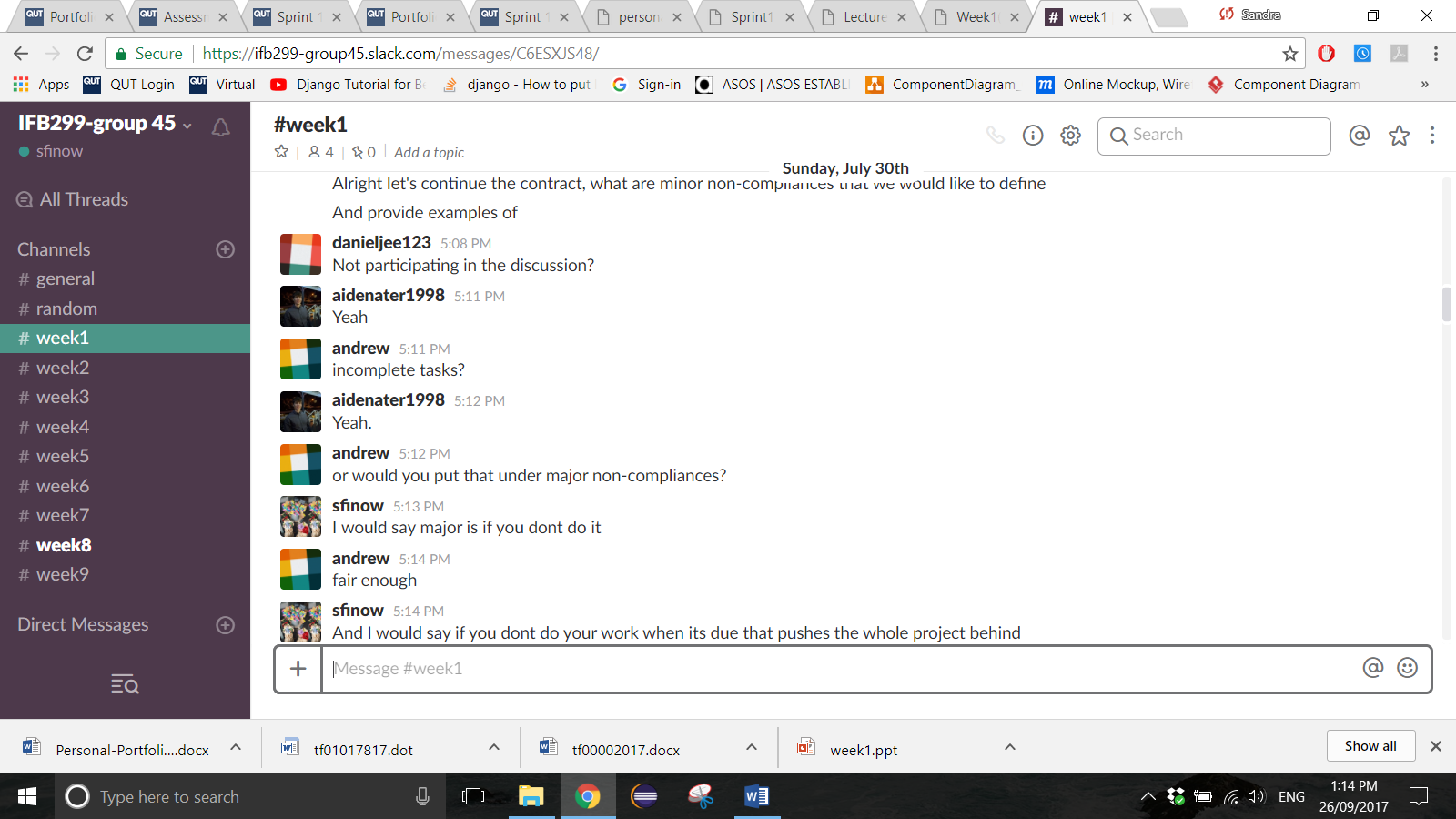
* *Clear descriptions of all major and minor issues or problems that have hampered (or will hamper) the progress of the project*

A major issue which hampered the progress of the project was the fact that group 45 had other commitments such as work and other university units. Because of this, time spend dedicated to this sprint and its associated tasks were reduced significantly.

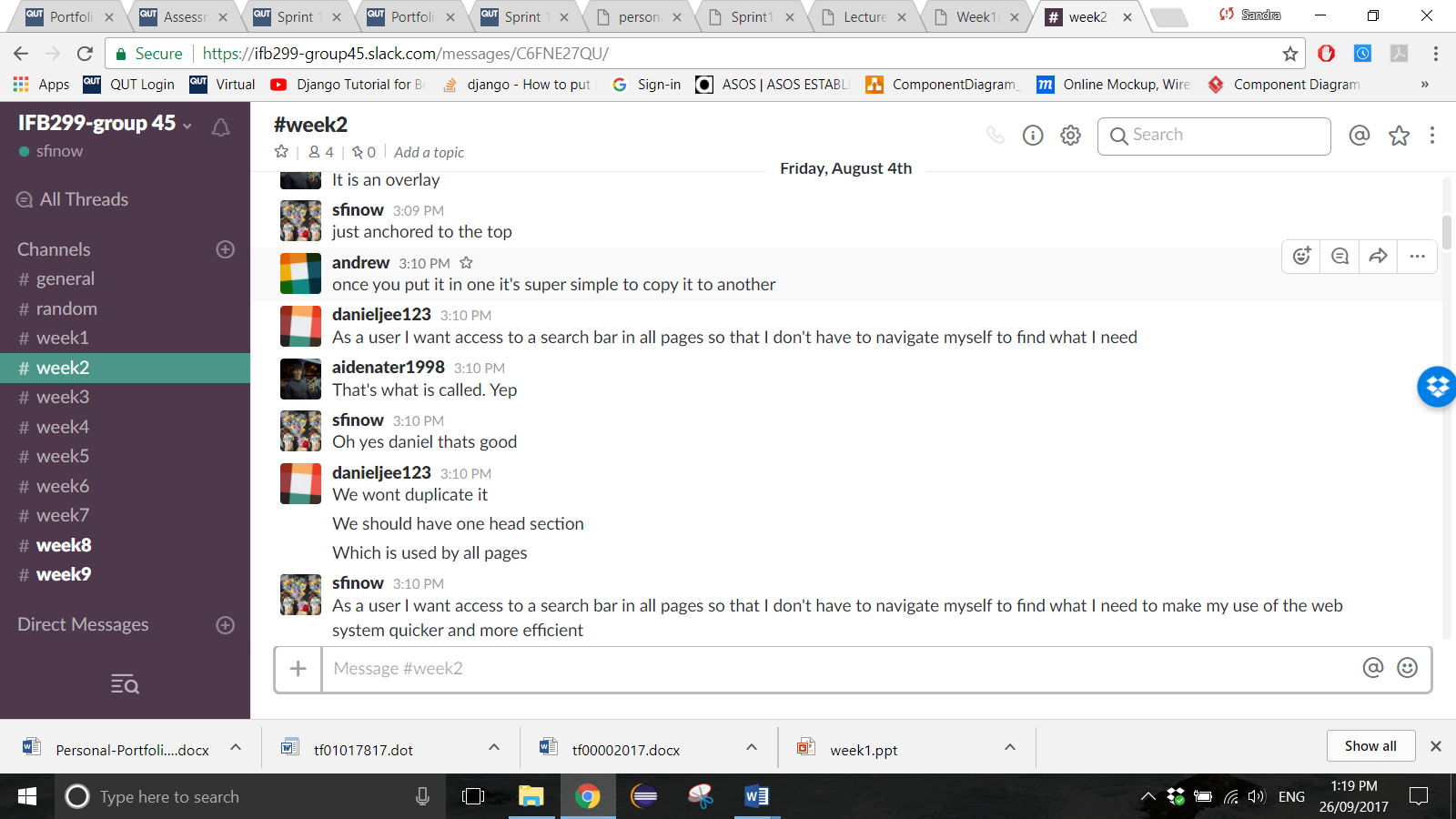
Another major issue was the fact that one group member was unable to get their Django tutorial to work and resulted in other group members having to help debug and assist in fixing their Django tutorial work. Additionally, their mySQL was not able to function properly after installation and caused many errors while trying to connect it to the Django framework. These two occurrences reduced time spent on the sprint individually and as a group. Moreover, this group member had to get their laptop repaired, limiting them to only work on their coding whilst at home on their desktop. This also made the debugging process harder and longer as no other members were able to see the files and errors in real time.

*“*Aiden is having issues with installing MYSQL to Python. When he attempts a pip install he gets an error. This error has been searched and the only results so far have not worked or been helpful. At the moment he is only able to do non-database work.*”*

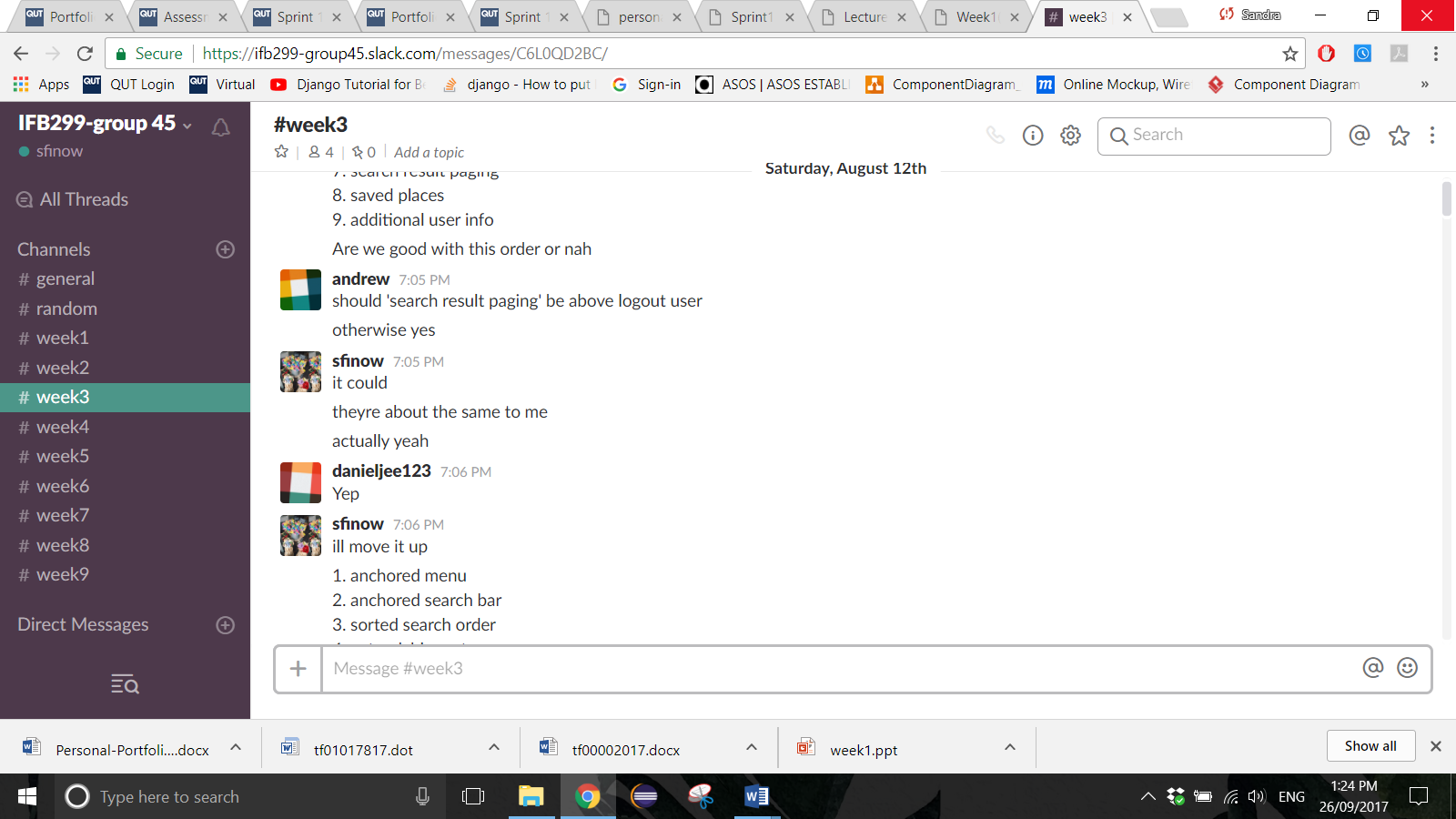
# APPENDICES

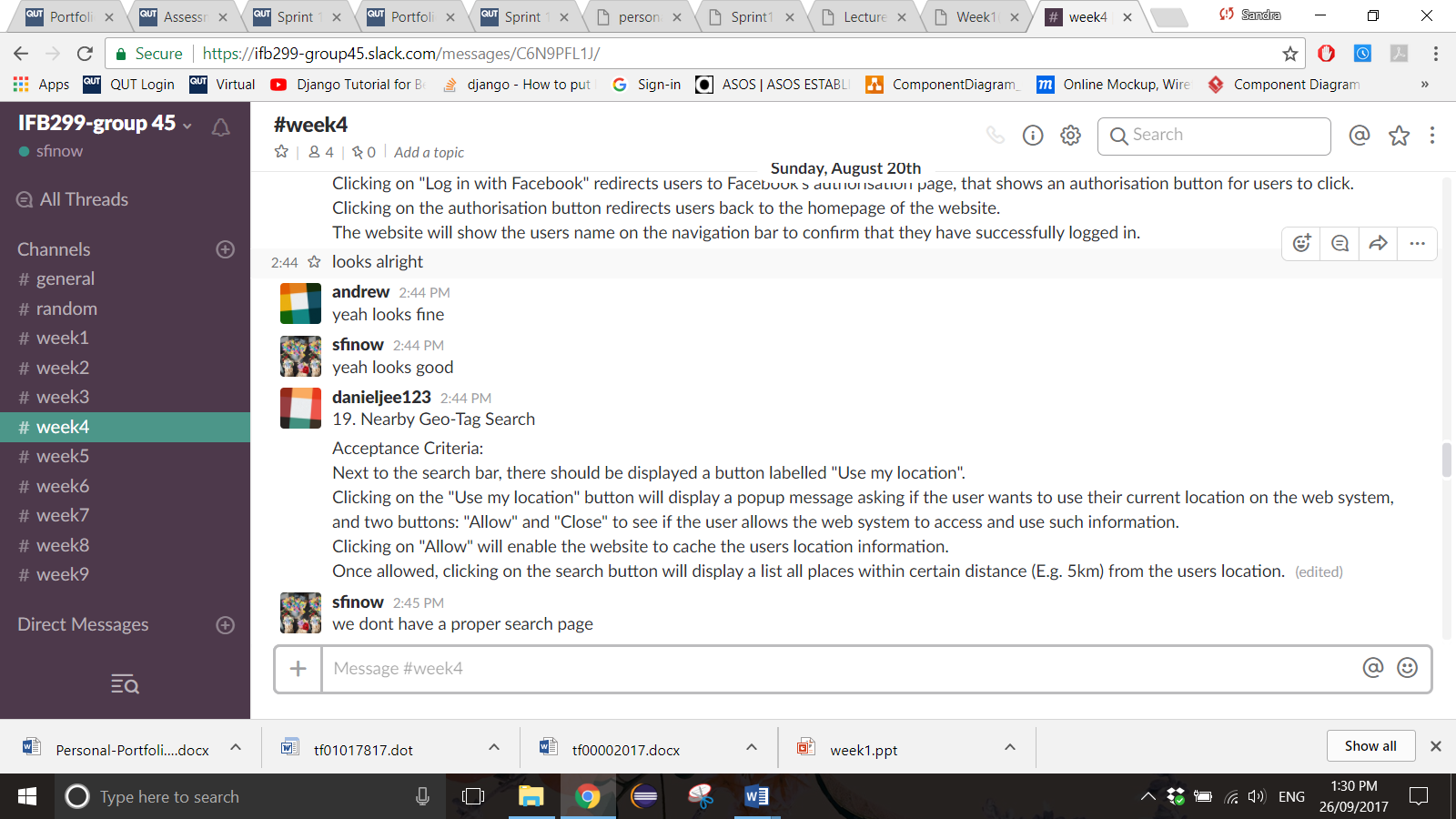
**Figure 1.** Example of a communications segment from one Week 1 team meeting on *Slack.*  


**Figure 2.** Example of a communications segment from one Week 2 team meeting on *Slack.*



**Figure 3.** Example of a communications segment from one Week 3 team meeting on *Slack.*



**Figure 4.** Example of a communications segment from one Week 4 team meeting on *Slack.*

**Figure 5.** Example of a communications segment from one Week 5 team meeting on *Slack.*

