Sprint Retrospective Notes

Team: **SuperFive**

Sprint: 0

Date: 14/8/2022

Attended:

Scrum Master: Darrick Edbert Laidin

Product Owner: Amir Homayoon Ashrafzadeh

Development team: Bryan Hong, Mahamed Ali Mohamed, Hirday Bajaj, W Nimesh C De Silva

1. Things That Went Well

The creation of user stories and their deconstruction into tasks for the upcoming sprint 1. There wasn't much trouble in setting up tools which was nice. Designing wireframe of the app as a group went well.

2. Things That Could Have Gone Better

Due to uncontrollable circumstances (illness, etc.), some meetings did not involve everyone.

3. Things That Surprised Us

The scope of the project and how many times we had to come back to our product backlog to add new user stories.

4. Lessons Learned

We could improve meeting involvement for the following sprints by communicating and scheduling better. We should also start work early so that plenty of revisions can be done to ensure we don't miss anything.

5. Final Thoughts

Overall, a pretty good and productive sprint that allowed us to get everything set up and have the basic requirements for our app. We got to know a little more about each other and have planned for sprint 1. We will aim to have more meetings as well for the following sprints to ensure that everyone is on the same page and to have more sessions to brainstorm ideas as a group.