# Retrospective

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| User story | Task # | Task Assigned To | Estimated Effort per Task  (in hours) | Actual Effort per Task  (in hours) | Done  (yes / no) | Notes |
|  | Setup multimodule project | Daniël, Justin, Andrey | 3 hours total | Daniël: 3 hours | yes | Setup the project structure to follow the multimodule structure |
| As a user I want to log in using my username and password. | Authentication: custom usernames and passwords (making accounts) | Denis, Auke | 3 hours | 2 hours per person | no | Creating new accounts |
| Authentication: setting up database | Ben | 1 hours | 0 | No | Setting up the database |
| Authentication: storing in database | Ben |  | 0 | No |  |
| Authentication: hashing the login credentials | Denis, Auke | 6 hours | 0 | No |  |
| When logged in I want the program to remember my permissions and what I am doing | Authorization: authorization key | Justin, Daniël | 6 hours | 6 hours | Yes | The key used to keep track of permissions |
| Authorization: session key | Justin, Daniël | 6 hours | 6 hours | Yes | The key used to keep track of current session |
|  | Teacher Service | Ben, Andrey | 20 hours | 0 | No |  |
| Not in the backlog: | Creating entities | Justin |  | 3 hours | Yes |  |
|  | Creating entities | Andrej |  | 3 hours | Yes |  |
|  | Creating entities | Denis |  | 3 hours | Yes |  |
|  | Creating entities | Ben |  |  |  |  |
|  | Creating entities | Daniël |  |  |  |  |
|  | Creating entities | Auke |  | 3 hours | yes |  |

Project: 4 – Online Assessment

Group: OP15-SEM29

Week: 3

# Main problems encountered

## Creating the Entities took too long

### Description:

We spend four days on creating entities and therefore we didn’t do our other tasks. Even though creating entities can be done very quickly once you know how it works not everyone had the required knowledge. Because of this it took some people multiple hours per entity. A lot of time could have been saved if someone who did know how to do this would have taken the lead from the beginning and explain to the whole team how it works and should be done. This way we could have been done in one day.

### Reaction:

The next part to work on is controllers. This is once again something some people will know more about than others. To avoid the running into the same problem we can have the person who knows the most explain it to the group before everyone starts working on it.

## One person should have created all the entities

### Description:

Everyone did a few entities. This was not the correct way to do it. It was very chaotic. The entities are dependent on each other which made it difficult to create them separately. Also having different people doing different entities leads to different conventions of naming variables etc. for each file. The best way would have been to have one person do all of the entities.

### Reaction:

Once everything is merged we need to rename all variables so everything is consistent.

## Communication is not good enough

### Description:

The communication is slacking. Sometimes people don’t let hear anything of them for a couple of days.

### Reaction:

If you are unable to do your tasks for whatever reason or if you don’t understand something. Let the group know this! Someone else might be able to do the task for you. If you don’t say anything people are waiting on you and wasting time.

# Adjustments for the next Sprint Plan

* Communicate more and better so that the process becomes more streamlined and everything goes faster
* We are very short on time so everyone needs to take initiative and contribute as much as possible.