

DOMS Sprint 3 Retrospective

Team: 15

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1) What went well?

In Sprint 3, we were able to complete most of the user stories completely and also do some of them partially due to lack of time. This sprint had a good learning curve for the android application development and required a lot of learning from the team. A large majority of the team had no mobile application development experience, so learning the language and the basics of android application development was the first thing that was accomplished as we had to deal with more complex stuff of the android development. The team has also become more confident about their ability to create code from scratch especially after understanding every aspect of the working environment in detail.

Following are the user stories that were successfully completed in Sprint 3.

- Update the admin portal dashboard to show important statistics. **We added more statistics showing available drivers and current status of the overall system for the admins.**
- Set Up user feedback for order. **The feedback form was setup to get driver and delivery feedback from customers through google forms.**
- Improve the UI of the entire application. **UI of the store owners was improved a lot with proper information tables and statistics required to perform their functions in a better way.**
- Add a payment gateway sandbox to allow store owners to pay drivers. **The user will be able to see payments in the braintree account sandbox. Using this service, store owners can directly pay to independent drivers for their services.**

2) What did not go well?

We underestimated the pressure of finals and other subjects final project deadlines, due to which we were not able to complete two of our user stories. All the team members were out of town for thanksgiving break and then got busy with other subjects deadlines also resulting in partially incomplete user stories. All of us tried our best to contribute time to the final project and completed four out of six user stories.

Following are the user stories that were not successfully completed in Sprint 3.

- Allow driver to change the status of the order in hand - Accept delivery/Delivered. **The final communication of changing the status of a delivery order is pending as there was a bug in communicating the same.**
- Allow Driver to accept/reject deliveries (only for selected drivers). **This user story screen has been completed, the interaction part with the server is left.**

3) How should you improve?

During Sprint 3 we procrastinated which resulted in partially complete user stories. This is probably one of the biggest lesson that we learnt in this sprint. Since we plan to continue this project, we have decided to implement the following changes:

- One of the biggest changes we have implemented is having mini deadlines which are discussed with the team leader. We believe that this is the way to go, as this would allow recovery time, and allow us to get back on track as soon as possible.
- To further improve our communication, we have started using Slack instead of depending on social groups/email.
- Finally, to minimize the time spent on learning different technologies, we have decided to have internal help sessions, which allow members of the team to gain the required training from their colleagues to complete their assigned tasks.
- Summarizing, we believe we are better prepared to handle upcoming sprints in the near future.