Team Reflection w4 part 2 - Tattooine

The team decided during the meeting last friday (23/9) that meetings should be held once per week, and hence keeping the sprint review, team retrospective and sprint planning during the same meeting. We agreed that this would allow the weekly meeting to cover more surface and allow the new user stories to be made in light of what we'd like to change.

Furthermore, the team felt happy working in smaller teams of 2-3 people every week, with at least one rotating to a new team every week. It was also mentioned that when three people work together, an optimal setup is that one person is mostly present for learning purposes.

The Friday meeting also put light on that the meetings would need to be more structured, as that meeting didn't follow a specific agenda. This resulted in team members holding different conversational topics at the same time, with very split foci regarding tasks and reflection. Some team members were more productive during this meeting than others, resulting in a discussion regarding team dynamics and how to improve meetings in the future. From now on, all meetings will have a set agenda, and be held by the scrum master for more coherent meetings.

Also, the task of making routes available within the website was dropped as the team working with the map-API managed to create a popup when a map marker was clicked. However, this was set as a developer goal rather than a user story, and is of such a small effect towards the stakeholder.

A stakeholder was found at the end of last week, who will partake in a product review during the upcoming sprint.