Retro

Project Sprint Planning Notes
Team: 1
Sprint: 0
Date: 18 August 2023
Attended: Thomas Yao, Ledy, Victoria Needs, Dylan Khan, Ronald Ho, Anthony Imani
Scrum Master: Ledy
Product Owner: Prakash Adhikari (not part of retro)
Development team: Thomas Yao, Ledy, Victoria Needs, Dylan Khan, Ronald Ho, Anthony Imani

1. Things That Went Well

- Our team has been exceptional with communication, everyone works well with each other and we're excited for the rest of the project
- Each team member communicates regularly on teams and discord, brief daily standups were made easy by setting a regular time (5:30pm) where everyone would join the channel
- Successfully setup the project board and planned out all major tasks
- Ledy led the team as the scrum master very well - we were on top of all tasks for each weekly check in
- The SRS document is almost finished and ready for submission the coming Sunday
- Every member had a clear role and contributed to the document equally

2. Things That Could Have Gone Better

- We could have asked the product owner more questions earlier to clear up any confusion
- Some wasted effort was put into unnecessary sections of the SRS document (this was mainly due to an inconsistent spec however)
- Potential overplanning led to stories that were very difficult to estimate, perhaps having a TBD section in the story points section would be more meaningful

3. Things That Surprised Us

- The inconsistent specifications made it difficult to pinpoint exactly what needed to be completed for the milestone
- The complexity of planning out microservice architecture
- Realising that certain tasks such as the wireframe diagrams required more effort than initially estimated

4. Lessons Learned

- The importance of getting full clarification for any ambiguities before starting a task
- The effectiveness of daily standups in keeping track of all tasks, making it easier for everyone to complete their assigned work on time
- Great communication leads to highly efficient collaboration
- The importance of proper planning before jumping into the dev phase - a lot was learnt from designing the architecture beforehand

5. Final Thoughts

- The team has laid a strong foundation for the dev phase
- It's nice to take a step back and celebrate our work and collaboration done in sprint 0
- Having the planning the phase was immensely helpful, we feel ready for the next sprint
- We should keep up regular standups and communication, which will become even more important during the development