**The Womyn Sprint 1 Retrospective**

Individual Answers to Questions:

**Gina**:

1. What worked well?
   1. Pair programming worked well, specifically for the database portions of the stories.
   2. Front end development tasks and working with react-native went well. The tasks relating to front end development were not the ones which we were stuck on for days.
2. What didn’t work so well?
   1. I believe that switching databases one week into the project was difficult to recover from and did not work well. It also then took us a long time to figure out how to use firebase on a multipage app.
   2. Communication about already completed code which is like an upcoming task could have been better because multiple individuals were trying to complete similar tasks and that slowed progress.
3. What have I learned?
   1. I learned how to access and use a non-relational database.
   2. I learned how to pace myself between each daily standup meeting so I would complete my task before the next meeting or bring up an impediment in the meeting and asked for help.
   3. I learned more about how the scrum progress functions in the real world by completing the sprint instead of just learning about different scrum concepts theoretically.
4. What still puzzles me?
   1. AC testing still puzzles me because there is not a straight forward way to test our app, so we complete all our testing through error handling.
   2. Github errors still puzzle me because I do not always know how resolve the errors I receive when trying to push or pull.

**Katelyn**:

1. What worked well?
   1. Working with the front-end development of React Native went really well throughout the sprint. I feel like the entire team has a good handle on developing the user interfaces for the app.
   2. Towards the middle of the sprint, we started doing pair programming, which helped tremendously with our progress this sprint.
2. What didn’t work so well?
   1. Starting off the sprint trying to figure out databases was definitely a setback, and throughout the entire sprint, firebase was a bit tricky to use.
   2. We also had some trouble with tasks taking several days to a week, which is something we should remedy in our next sprint.
3. What have I learned?
   1. I learned a lot about scrum through implementing a sprint and following scrum methods.
   2. I also learned about the strengths and weaknesses of both myself and my teammates, and have some ideas of what we can all do better the next sprint.
4. What still puzzles me?
   1. I am curious to see if firebase will continue to be a good database to use, or if we will run into more issues as our app gets more complex.
   2. I am still a bit confused by how we will create relationships in firebase, but am confident that we will find a way to make it work.

**Heran**:

1. What worked well?
   1. Meetings went well. They were brief and they addressed the necessary questions.
   2. Communication amongst group members went well. We kept each other updated on which tasks were going smoothly and which ones hit a road block.
2. What didn’t work so well?
   1. Time estimates were not accurate simply because we were not aware of our velocity to complete the coding required.
   2. Having similar codes amongst team members to ensure we have the latest version of our progress as a group.
3. What have I learned?
   1. I have become a bit little more comfortable with react native than before.
   2. I have a better knowledge of firebase and data storing and accessing.
4. What still puzzles me?
   1. Github functionality is still an issue when it comes to pushing and pulling.
   2. How to accurately determine the time estimate for a given task considering unintended issues such as a slow simulator.

**Imani**:

1. What worked well?
   1. When we were developing our app, working with the front end of the app was successful.
   2. As far as the Scrum process, I feel as though our group handled communication and organization well.
2. What didn’t work so well?
   1. As far as developing our app, working with the backend of the app was frustrating. Realm seemed like a viable option, but due to our lack of knowledge working on getting it to run was unsuccessful and consumed a large amount for our time. Working with Firebase has been better, but because of the tree structure it is repetitive and makes it a lot more difficult to use when a project is complex, like our app.
   2. Also, versioning and GitHub gave us problems throughout.
3. What have I learned?
   1. During this Scrum, I learned how to better use GitHub and communicate problems regarding code.
4. What still puzzles me?
   1. I have been using GitHub via Visual Studio and that has been working just fine, but inputting commands via the console is still somewhat confusing for me.
   2. Also, I feel as though I don't have the grasp I want on programming in React Native, simply because I am not as comfortable with it. That said, I don’t think that the observation is, quote unquote, puzzling, but it is worth mentioning.

Team Questions:

* + 1. What worked well this sprint?
       1. We started to pair programming during the middle of the sprint to tackle difficult database tasks. This tactic worked well because we could talk out our ideas with our partner and complete database tasks more efficiently. It also helped because it allowed two team members to learn together and become familiar with the database so two people can now complete similar tasks.
       2. Front end development and react native also went well and the tasks relating to the front end are typically completed quickly.
       3. Our team did a good job of meeting with our pairs to pair program and on communicating individual progress and obstacles throughout the sprint. We communicated consistently every day and made sure that everyone knew when someone pushed to Github and when we were facing a road block.
    2. What didn’t work so well this sprint AND WHY?
       1. We had many different issues with our database. We spent too much time at the beginning of the sprint trying to determine what database we wanted to use because we were having issues setting up Realm. We decided to switch to Firebase, which we used for our demo, a week into the sprint which set us back a week. Firebase is difficult to understand and implement with React Native and a multipage application. There is also lacking documentation and examples online to help debug. This did not work well because we felt as though we lost a week compared to other teams, due to switching databases, which slowed our progress tremendously and caused us to complete only 5 user stories this sprint.
       2. We also struggled with completing tasks between each of our daily standups. This caused tasks to take a long time and our pace in completing work to be slow. If we did not finish a task between standups, we assumed that it was still our responsibility to figure out the issue or continue to work on the task without help. This was not efficient because some tasks rely on other tasks to be completed and this causes user stories to be slow to complete. We would like to remedy this for the next sprint.
       3. We also struggled with utilizing each other’s pervious work to complete the current task. Some tasks are very similar and should be implemented the same as previous completed work. This did not work very well because it also slowed progress when we did not utilize other team member’s work. Oftentimes we would get stuck on similar errors and not look at each other’s code to see how they fixed the issue. This causes more roadblocks and unnecessary frustrations that could be easily solved by looking at similar code. We would like to remedy this for the next sprint.
    3. What the team plans to change for next sprint AND HOW (up to three things)? Why do you expect these changes to improve your performance / productivity in the next sprint?
       1. We decided that there is now a time limit on completing tasks. If a team member does not complete a task within two daily standups, then they must give up the task to a different team member and take on a different task. This will help our performance and productivity during sprint 2 because tasks are interconnected which prevents other work from being completed and it will also help us from getting stuck and losing velocity.
       2. We decided that we will be more proactive with sharing completed code and collaborating to make sure that we are not duplicating code. This will help our performance because tasks should be able to be completed quicker with the help of previous work or asking for help from the team member who previously completed the similar task.
    4. Please see attached spreadsheet for breakdown table numbers