2016

Post Mortem Review

Sprint 27

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Scout Software Engineering

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| **GOOD** | **NEEDS IMPROVEMENT** | **BAD** |

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| **Internal Communication** | GUD |
| **External Communication** | GUD |
| **Previous Goals** | BAD |
| **Work Item Tracking (a.k.a. WIT)** | NI |
| **Collaboration** | NI |
| **Automation** | NI |
| **Quality (testing, wrapper around features)** | NI |

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| **Sprint Start:** | 6-15-16 | **Sprint End:** | 6-29-16 |

*What did we do right?*

* Used TFS again
* Release Management
* Poker planning / backlog grooming
* LSMx Demo

*What could we have done better?*

* Updating tasks (hours, verbiage)
* Testing (unit, quality, etc)
* Dealing with unplanned work / distraction
* Initial sprint work commitment estimate
* Dealing with long running tasks (ex - web API)

*Next Sprint Goals*

* DEPLOY!
* Release documentation with new features and other release notes
* Good testing around product