1. Things That Went Well

Our team successfully worked together to devise multiple user stories individually to then later combine them in order to create the backbone for our product backlog. This was a brilliant idea that improved the quality of not only the user stories, but also likely the productivity of future sprints, as everyone was able to get a deep understanding of the project and its requirements due to going off on their own to develop as many user stories as possible. On top of this, our method for organizing the product backlog was very efficient, as initially we recognized that everyone had a different idea for how the product items would be implemented, so we decided to individually go through 1 by 1 with our own opinions and justify them and took what was most agreed upon as fact. While this is usually the standard for working with the product backlog in a team, it was awesome to see that our good communication lead to something that was inherently difficult becoming a success, and allowed our generation of sprint 1 plan and backlog to go very smoothly.

2. Things That Could Have Gone Better

While Sprint 0 obviously did not contain any development of the user stories and thus there were no complications with common development sprint issues (such as having incomplete stories at the end of the sprint), it was apparent that communication for the project requirements was somewhat of a struggle. This was most prevalent when it came to divvying up tasks between members where tasks would just get completed by whoever was available rather than scheduled to be completed by a specific person, and as a result there was not much structure to what was being done by who.

3. Things That Surprised Us

We were surprised by how difficult it was to decide on the priority and effort of all the user story tasks together as a group, as everyone had a different opinion which came from a different level of skill. The difference in perspective of the project came to surprise us in other ways as well, such as when we concluded wireframes and looked back and realised we had different ideas on how the project should be.

4. Lessons Learned

It became apparent through sprint 0 that communication is the key factor in having a successful sprint, as what went well was due to good communication and went poorly was due to a lack of communication. While the lack of divvying up tasks does have advantages (such as not needing to wait on something to be done should someone assigned to the task be busy or running behind), we should for sure develop a communication strategy in effectively divvying up tasks when it comes to software

development in later sprints, as not doing so could lead to an unfair distribution of work/quality, which will obviously be a massive hindrance to group performance as a whole.

5. Final Thoughts

Overall sprint 0 proved to be a necessary sprint for our project, as it allowed us to not only get a solid grasp on the product roadmap as well as identify users of the product and their requirements, but also bond as a team and get to become friends before product development, which all will help tremendously when it comes to implementation and future sprints. As discussed previously, we learnt most about how to manage our communication within the project and found that discussing everything we are doing with each other before doing it is most effective. While this is something that is obvious, it's also extremely important and must be kept for all future sprints. On a similar note, not discussing what tasks need to be done by who and instead just having anyone do whatever needs to be done was not so efficient, as such this will be changed for future sprints where we will hopefully divvy up tasks more professionally.