VetCare Project Sprint Retro Notes
Team: P09-03

Sprint: Sprint 1
Date: 22nd September 2024 (Duration 1 hour)

Attended: The whole team of 6 members
Scrum Master: Preeti Goel
Product Owner: Jyoti Kundu
Development team: Ashmit Sachan, Henry Van Toledo, Kaiyang Zheng, Kai Hei Kong and Aphisith Siphaxay

1. THINGS THAT WENT WELL

Effective Separation of Work: Team members were able to work on their separate parts with minimal Git conflicts or code conflicts. This made integration smoother and saved time.

Attendance and Participation: Team members consistently attended meetings and actively contributed, leading to productive discussions and timely decisions.

UI and Testing: We made significant progress in creating a good UI and conducting thorough tests, ensuring the quality of our work despite the time constraints.

2. THINGS THAT COULD HAVE GONE BETTER

Work Distribution: The distribution of work could have been better. Some team members ended up doing much less compared to others, leading to an uneven workload. This caused stress and increased the workload for those who had to take on extra tasks.

UI Improvements: The UI could have been improved, particularly for the home page. However, given the time limitations, we did the best we could under the circumstances.

3. THINGS THAT SURPRISED US

Workload Management: We were surprised by the uneven distribution of work despite our planning. This imbalance highlighted the need for more precise workload allocation in future sprints.

Adaptability: The team's ability to adapt and work efficiently on their tasks despite the uneven distribution was surprising and commendable. This demonstrated strong problem-solving and time management skills.

4. LESSONS LEARNED

- **Ensure Even Workload Distribution:** In future sprints, we need to ensure that work is more evenly distributed to avoid overburdening some team members while others do less.

- **UI Focus:** More focus needs to be placed on improving UI components early on in the sprint to avoid last-minute compromises due to time constraints.
- **Continuous Improvement:** We should keep refining our process of allocating tasks and responsibilities, ensuring that everyone is equally engaged and productive.

5. FINAL THOUGHTS

Things to Keep:

- Maintain the effective collaboration and the practice of dividing tasks clearly to minimize conflicts and overlaps.
- Continue regular attendance in meetings to ensure everyone is on the same page and decisions are made collectively.
- Preserve the high standard of UI design and testing, even under tight deadlines.

Things to Change:

- Better planning for workload distribution to ensure fairness and reduce stress on individual team members.
- More emphasis on UI improvements from the start of the sprint to achieve better results.
- Improve the process of work estimation to better align the effort required with the available time.