VetCare Project Sprint Retro Notes

Team: P09-03

**Sprint:** Sprint 2

**Date:** 10th October 2024 (Duration 1.5 hours)

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

**Collaboration and Communication:** Team communication was effective, with regular check-ins and resource sharing, ensuring smooth progress. The use of shared resources, such as technical guides for Spring Boot and WebSockets, facilitated timely development.

**Pull Requests and Code Integration:** Code was efficiently managed through regular commits and pull requests, ensuring that changes were appropriately consolidated before integration.

**Team Flexibility:** The team demonstrated adaptability by making strategic decisions during the sprint, such as adjusting the order of feature presentations for a more logical flow based on user access.

**Strong Team Dynamics:** Task ownership was clear, with each member contributing actively to the sprint's goals. Clear division of responsibilities improved overall efficiency.

### 2. THINGS THAT COULD HAVE GONE BETTER

**Content Consolidation:** There were instances where project documentation and user stories evolved dynamically later in the sprint. This caused some confusion and increased complexity in managing development tasks. Consolidating key tasks earlier in the sprint would have streamlined progress.

**UI Design Feedback:** While the UI design was on track, there were opportunities to improve efficiency by condensing the content early in the sprint. Late-stage changes led to rework, which could have been avoided with earlier content finalization.

**Feature Cut-off:** As the sprint approached its conclusion, there was a realization that time constraints might prevent the full implementation of certain major functionalities. Proactive time management for high-priority features would help mitigate this risk in future sprints.

### 3. THINGS THAT SURPRISED US

**Last-Minute Changes:** Dynamic changes to certain features, particularly the event perspective, occurred late in the sprint, requiring last-minute adjustments. Establishing firmer milestones earlier would have reduced this pressure.

**Technical Complexity:** Some technical features, such as implementing web sockets and managing seamless login functionality, proved to be more complex than initially expected. However, these challenges were addressed efficiently through resource-sharing and problem-solving.

### 4. LESSONS LEARNED

**Improved Backlog Management:** Consolidating user stories and ensuring clarity early in the sprint will reduce the need for dynamic changes later. This will help the team focus on key tasks and minimize last-minute shifts.

**Effective Use of User Stories:** User stories provided clear guidance on the development of features such as appointment management, prescriptions, and records. Going forward, having more specific and refined user stories will help prevent scope changes and ensure development stays on track.

**Documentation is Key:** Adding detailed comments and documentation, particularly Javadoc, greatly clarified complex areas of the code. This is essential not only for current team members but also for future developers working on the system.

#### 5. FINAL THOUGHTS

## Things to Keep:

**Team Collaboration:** The team's communication and willingness to adapt to changing circumstances should be maintained in future sprints. This collaborative approach ensured that progress was steady even when challenges arose.

**High-Definition (HD) Features:** Key features such as the user guide for new users and high-fidelity dashboard elements were well-received and should continue to be prioritized in upcoming sprints.

# Things to Change:

**Early Feature Consolidation:** Finalizing the content and features earlier in the sprint will help avoid dynamic changes later, reducing rework and increasing focus on high-priority areas.

**UI and Content Streamlining:** Focusing on condensing the UI content early on and finalizing the design decisions will lead to a smoother development process.