CMP Admin Sprint Retro Notes

Team: VC-176-Carer-Manager

Sprint: Sprint 1
Date: 12/08/2022

Attended: Stanley Chum, William Hu, Dunith Karawita, Zhihao Zhong, Jack Sydenham

Scrum Master: William Hu

Development team:
Dunith Karawita,
Zhihao Zhong,
Jack Sydenham,
Stanley Chum

1. Things That Went Well

We communicate well and are always participating in all the meetings actively, reporting our progress on development to the clients twice a week, and discussing the problems we met while developing the application within the group three times a week. We were happy about the group selected to work on the assignment and how we could allocate the tasks efficiently to the group as we had a wide range of skills that we could use to help complete the project. We were also happy about our group's memories and the bond we have all created!

2. Things That Could Have Gone Better

Things that could have been better are that we could learn more skills regarding React, so that we would be able to construct the web application based on it more efficiently. What's more, we are expected to read through the documentation of the external library required to develop this product, with the purpose of utilizing the appropriate encapsulated components more efficiently. However, we did not devote too much time to doing that, which can go better.

3. Things That Surprised Us

Things that surprised us were the amount of work that went into each individual task, for example, Scrum, User Stories and the product backlog, which compose the entire project and the corresponding tasks we have to pay attention to. We were also surprised by how well we worked together as a group and how well we communicated. Delegation of group tasks was running smoothly and each member got equivalent work.

4. Lessons Learned

Actively planning and delegating tasks effectively can make a significant difference in the time it takes for work to be completed. It is also a good training in collaboration between team members. On the other hand, with our individual skills, we also learned that how to use the react to build a website, how to apply an external library to make the website more vivid, so on so forth.

5. Final Thoughts

Things to Keep

Teamwork and positive attitude against challenge, communicating on time with others to enhance the work and productivity.

Things to Change

We need to improve the time in which we expect to prepare for the utilization of any unfamiliar external libraries or even any unfamiliar programming language.

Team: VC-176-Carer-Manager

Sprint: Sprint 2
Date: 09/09/2022

Attended: Stanley Chum, William Hu, Dunith Karawita, Zhihao Zhong, Jack Sydenham

Scrum Master: William Hu
Development team:
Dunith Karawita,
Zhihao Zhong,
Jack Sydenham,
Stanley Chum

1. Things That Went Well

Some of the tasks are done rapidly. Every team member is able to report their progress and problems in the group interal meetings. Group meetings are still running three times a week, and every team member is able to participate in actively.

2. Things That Could Have Gone Better

One thing that could have been better is that we might have to spend more time on analysing the requirements, rather than work on them by some assumptions.

3. Things That Surprised Us

Things that surprised us were the progress of our tasks are running smoothly.

4. Lessons Learned

We learnt a lot on how to work as a developer in a developing team to work on tasks required by the clients.

5. Final Thoughts

Things to Keep

Teamwork and positive attitude against challenge, communicating on time with others to enhance the work and productivity.

Things to Change

We had better to ensure the specific meaning of the requirements by discussing them with the clients, instead of just making some assumptions and keep working on that.

Team: VC-176-Carer-Manager

Sprint: Sprint 3
Date: 09/10/2022

Attended: Stanley Chum, William Hu, Dunith Karawita, Zhihao Zhong, Jack Sydenham

Scrum Master: William Hu
Development team:
Dunith Karawita,
Zhihao Zhong,
Jack Sydenham,
Stanley Chum

1. Things That Went Well

Communications with the clients are running smoothly and in a pretty good way. We develop as the demands of the clients, also optimize the user interface as well as fixed up the functionalities according to the feedback of the clients, so that every task are on the right track.

2. Things That Could Have Gone Better

Things that could have been better are that we might be able to spend more time on preparing for the presentation.

3. Things That Surprised Us

Things that surprised us were the amount of work are appreciated by the clients, and they basically give us specific feedback so we know how to improve our code.

4. Lessons Learned

We learnt a lot on professional programming, applying accessibility, usability, consistency while developing a web application.

5. Final Thoughts

Things to Keep

Teamwork and positive attitude against challenge, communicating on time with others as well as the clients to enhance the work and productivity.

Things to Change

We need to improve our skills on reading and understanding the documentation of an unfamilar external library.

Team: VC-176-Carer-Manager

Sprint: Sprint 4
Date: 23/10/2022

Attended: Stanley Chum, William Hu, Dunith Karawita, Zhihao Zhong, Jack Sydenham

Scrum Master: William Hu
Development team:
Dunith Karawita,
Zhihao Zhong,
Jack Sydenham,
Stanley Chum

1. Things That Went Well

Almost all the bugs and problems are addressed in the previoius tasks we were working on, almost all the tasks in the previous sprint are done by sufficient testing, we jump to the new sprint with new tasks smoothly.

2. Things That Could Have Gone Better

Things that could have been better are that we could help each other with other members' individual tasks. Some of the tasks are a little bit more complicated while some of them are relatively simpler, we might be able to work with others while our own tasks are done.

3. Things That Surprised Us

Things that surprised us were the prototype of the deliverable of the product has been constructed with basic functionalities.

4. Lessons Learned

We learnt how to handle with massive tasks simultaneously. For individual tasks, we learnt how to export or import file to the system.

5. Final Thoughts

 Things to Keep

Teamwork and positive attitude against challenge, communicating on time with others to enhance the work and productivity.

Things to Change

We need to improve the time in which we expect to prepare for the utilization of any features like file handling in an unfamiliar programming language.